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# Official NZ PlayStation Magazine 38

OCTOBER 2000

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## Welcome to Official PlayStation Magazine

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### ON THE CO



#### TOCA WORLD TOURING CARS PLAYABLE

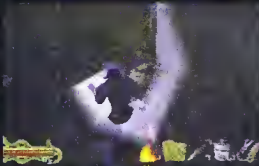
Thought *Colin McRae 2.0* was good? You haven't crashed anything yet.



### PlayStation

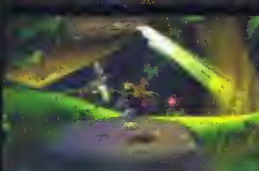
#### TENCHU 2 PLAYABLE

You ninja – pyjama-clad bringer of death. Now go kill people. Silently...



#### RAYMAN 2 PLAYABLE

Ear we go. Lug-propelled larks from the fearless French freak.



#### DISNEY WORLD MAGICAL RACING TOUR PLAYABLE

Think *Speed Freaks* karting, think world of Disney – together at last.



#### X-MEN: MUTANT ACADEMY VIDEOD

Garishly clobbered super-freaks biff each other for your pleasure.



#### SYDNEY 2000 VIDEOD

Pumped up polygons race, snatch and jerk their way to Olympic glory.



#### SPIDER-MAN PLAYABLE

Crawl along walls, fling web and chin baddies in this stunningly-animated and atmospheric game. A web-tastic 3D action-adventure that is unmissable.



See page 94 for full playing instructions

# Official Australian PlayStation Magazine 38

## Captain's log, star date October 2000:

Space, The Final Frontier. We are the team of the *Official PlayStation Magazine*. Our mission, to boldly go where no mag has gone before, and bring a review of the first ever half-decent videogame based on *Star Trek*. Yes, it's a *Star Trek* game, but not as we know it. This one is actually good. Highly illogical, eh? Come with us then as we brush Klingons from our starboard bow, crank things up to warp factor 10 ("She cannee take it captain!"), and head for another dimension. Well, page 69, in fact. *Star Trek: Invasion*, it's certainly an, err, enterprising game.

Meanwhile, back on Planet.PlayStation...

In between our duties exploring new solar systems, encountering strange life forms (that'll be 164 owners, then), and wearing clingy, lycra-heavy futuristic clothes, we've managed to play some great games and scoop some top stories.

The first ever preview of *Driver 2* will do for starters. All the latest on those fun lovin' criminals on page 44, with an exclusive review to follow next month. Also, we've got the inside story on *Tomb Raider 5*. Lara's dead but her legacy lives on. Get the inside story on *Tomb Raider: Chronicles* on page 36.

Plus there's a packed review section full of quality games. *Tony Hawk's Pro Skater 2*, *TOCA World Touring Cars*, *Rayman 2*, *Spider-Man*, *Grind Session* and *Alien Resurrection*.

Space? We've filled 100 pages of it for you this month. Best that you boldly go and explore it...

*Rob Key*  
Editor





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## DRIVER 2

EXCLUSIVE PREVIEW!

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# [PLANET PLAYSTATION]

# PS2

update

## The Final Countdown

GAMERS ALL PIAGD UP FOR PLAYSTATION2



**T**he launch of PlayStation2 on November 30 is just a few weeks away. And Sony has finally confirmed the price – \$749. Sony also expects over 20 PlayStation2 titles will be available at the launch of PS2 – a new record. It's expected around 40 games will be released by Christmas.

The New Zealand launch is also November 30, with the price NZ\$899.

Many gamers will be disappointed by the release date, as it was expected the console would launch worldwide on October 26. The US release date is still October 26, but Europe is now November 24 and Australia and NZ on November 30. The delay was because of unprecedented demand for PS2 in Japan, where Sony has already sold over 3.5 million consoles. And Sony says it needs an extra week beyond the European launch due to DVD zoning requirements.

Demand for the PS2 has far outstripped Sony's own projections and the console is commercially out-performing its predecessor. The original PlayStation sold around 400,000 units in a month in Japan and it took six months to sell one million, indicating PS2 is almost four times as popular.

Sony Australia says the delay was necessary to ensure there was plenty of stock when PS2 is launched. "Our objective is to have as much stock as possible available before we launch PlayStation2 in Australia, as feedback from consumers indicates there will be strong demand for the new computer entertainment system," said Michael Ephraim, Managing Director of Sony Computer Entertainment Australia.

In announcing the price and adjusted

release date, Chris Deering, President of SCE Europe, said, "the performance of PlayStation2 continues to exceed even the most optimistic forecasts in Japan. In fact, we will be shipping many times the number of PlayStation units when it was released in September 1995 [November 1995 in Australia]. We believe that our recommended retail price point represents great value for money for consumers offering interactive entertainment, DVD-video and future-proof technology poised to lead the broadband revolution."

Since its debut on March 2 this year, PlayStation has shipped over three million units in Japan, making it the most successful electronic entertainment product launch ever. Ken Kutaragi, President and CEO of Sony Computer Entertainment, said "SCEI has shipped its three-millionth unit in Japan, this record-breaking strong demand supported by an impressive range of software titles allows us to look to the future with great confidence. Just as PlayStation brought interactive gaming to an unprecedented mass market, PlayStation2's combination of breathtaking digital graphics, superb sound and DVD video will open the doors to a new computer entertainment experience in the home."

Sony expects to sell 10 million PlayStation2 units by March 2001, including over three million in the PAL territories of Europe, Australia and NZ.

Meanwhile, Sony Australia expects that the tiny PSone will be available from early to mid-November. The PSone will totally replace stocks of the original PlayStation console and be exactly the same price – bargain!

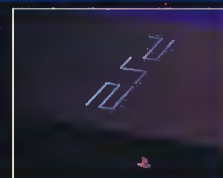
"It's expected around 40 games will be released by Christmas"





# I Wanna Play Too!

THE GAMES TO LOOK FOR ON LAUNCH DAY



**G**amers look likely to be spoiled for choice when the PlayStation2 is launched in this country. Along with expected giants like *Ridge Racer V* and *Tekken Tag Tournament*, big games like *FIFA 2001*, *Fantavision*, *Timesplitters*, *Kessen* and *Summoner* have been confirmed for launch day. Here are PSM's thoughts on some of the biggest launch games.

**Tekken Tag Tournament** – the fighting king returns to the ring. Features outstanding graphics, loads of characters, the ability to swap between characters during a fight, and a hilarious and fun Tekken Bowl mini-game.

**Ridge Racer V** – the arcade racer that's so fast it gives nosebleeds. The gameplay mightn't be revolutionary, but this is fast-paced racing action that is great fun whether alone or with a mate.

**Fantavision** – quirky fireworks puzzler. A bizarre title, but a wonderfully engaging experience. It's a dazzling fireworks simulator, but plays like a puzzle game. The PAL release will offer a simultaneous two-player mode.

**FIFA 2001** – the soccer giant kicks another goal. A gob-smackingly spectacular soccer sim, complete with frighteningly realistic player facial animations.

**Timesplitters** – chaotic blasterama from the makers of *Goldeneye*. Playing modes include a co-operative story mode where you and a mate can blast your way through hoardies of enemies and loads of multiplayer games.

**SSX** – snowboarding with a twist. Jostling other boarders as you hurtle down

the spectacular slopes is hilarious. There are seven courses and loads of tricks.

**Summoner** – spectacular role-playing game that should have mass-market appeal. You control a character with the ability to summon creatures. There are over 20 creatures that join your party and include massive dragons. But it's the incredible 3D environments that really impress.

**Midnight Club** – fun racing game based on illegal Japanese road racing. You can race through the streets of London, New York and many other cities, and there's a *Driver*-like story mode to plough through. The sense of atmosphere is fantastic. There's a slew of cars available, and the graphical detail is stunning.

**Smuggler's Run** – Rockstar's second launch title. As the eponymous smuggler, you burn across the American countryside to collect and offload illicit goods. You'll be bouncing over hills, tearing through vales, and ploughing through Mexican border towns. You can use the roads, but you'll only attract the police.

**Kessen** – the epic Japanese strategy game that was one of the first PS2 titles unveiled. We thought this would never get a PAL release, but EA is giving local gamers the chance to control those epic horse and warrior battle scenes.

**Wetrix 2** – the sequel to the addictive puzzler. We haven't seen this one yet, but the original was a *Tetris*-style puzzler that involved building up walls to keep water from spilling out of the playing area. Solid, addictive puzzling, and with PS2's water rendering abilities, it should look and play utterly dreamy.



*Tekken Tag Tournament, Midnight Club, Ridge Racer V and Timesplitters* – is this the best console launch line-up in the history of videogames? Could well be...

## PlayStation2 Release Schedule



### LAUNCH GAMES

*Tekken Tag Tournament* (Namco/Sony)  
*Ridge Racer V* (Namco/Sony)  
*Fantavision* (Sony)  
*FIFA 2001* (EA)  
*Timesplitters* (Eidos/Ozisoft)  
*F1 Racing Championship* (Ubi Soft)  
*Rayman 2: Revolution* (Ubi Soft)  
*Donald Duck: Quack Attack* (Ubi Soft)  
*Disney's Dinosaur* (Ubi Soft)  
*SSX* (Electronic Arts)  
*Summoner* (THQ)  
*ESPN International Track & Field* (Konami/Ozisoft)  
*International Superstar Soccer* (Konami/Ozisoft)  
*Smuggler's Run* (Rockstar/Jack of All Games)  
*Midnight Club* (Rockstar/Jack of All Games)  
*Kessen* (Electronic Arts)  
*X Squad* (Electronic Arts)  
*Wetrix 2* (Sci/Jack of All Games)  
*Wild Wild Racing* (Rage/Jack of All Games)

### PRE-CHRISTMAS

*F1 2000* (Sony)  
*Ready 2 Rumble Round 2* (Midway)  
*Star Wars: Starfighter* (LucasArts/Activision)  
*Fusion GT* (Crave/Sony)  
*Silent Scope 2* (Konami/Ozisoft)  
*Street Fighter EX3* (Virgin/Ozisoft)  
*Ninja Gaiden* (Tecmo)  
*The World Is Not Enough* (Electronic Arts)  
*Theme Park World* (Electronic Arts)  
*F1 Championship Season 2000* (Electronic Arts)  
*Unreal Tournament* (Infogrames/Ozisoft)  
*World Destruction League: Thunder Tanks* (3DO/Sony)  
*Driving Emotion Type S* (Square/Sony)  
*Swing Away* (Electronic Arts)  
*Evergrace* (Agetec/Sony)  
*Armoured Core 2* (Agetec/Sony)  
*Eternal Ring* (Agetec/Sony)  
*GT 2000* (Sony)

*Drakan* (Sony)  
*Dropship* (Sony)  
*WCW 2000* (Electronic Arts)  
*Oni* (Rockstar/Jack of All Games)  
*Moto GP* (Sony)  
*ESPN X Board Snowboarding* (Konami/Ozisoft)  
*Reiselled* (Konami/Ozisoft)  
**2001 RELEASES**  
*Dead Or Alive 2 Hardcore* (Sony)  
*Gunslinger* (Activision)  
*Orphan* (Activision)  
*Tony Hawk's Pro Skater 3* (Activision)  
*Final Fantasy X* (Square)  
*Final Fantasy XI* (Square)  
*V.I.P.* (Ubi Soft)  
*Dark Cloud* (Sony)  
*Metal Gear Solid 2: Sons Of Liberty* (Konami)  
*Red* (Konami)  
*Wipeout Fusion* (Sony)  
*Star Wars: Super Bombad Racing* (LucasArts)  
*Soul Reaver 2* (Eidos)

*Gradius III and IV* (Konami)  
*The Bouncer* (Square)  
*Amy Men: Air Attack 2* (3DO)  
*ASCII Surfing* (Acclaim)  
*Red Faction* (THQ)  
*Spln: Sprint Car Racing* (Sony)  
*Navy Seals* (Jaleco)  
*Motor Mayhem* (Infogrames)  
*Ferrari 360 Challenge* (Acclaim)  
*MDK Armageddon* (Interplay)  
*The Getaway* (Sony)  
*Dino Crisis 3* (Capcom)  
*Mat Hoffman's BMX 2* (Activision)  
*Tenchu 3* (Activision)  
*Kelly Slater's Surfing* (Activision)  
*Street Lethal* (Activision)  
*Titanium Angels* (SCI)  
*Thunderbirds* (SCI)  
*High Heat* (3DO)  
*No One Lives Forever* (Fox)  
*Allens Colonial Marines* (Fox)  
*Dynasty Warriors 2* (Koei)  
*Warriors Of Might And Magic* (3DO)  
*Army Men: Sarge's Heroes 2* (3DO)  
*Shadow Of Memories* (Konami)  
*Seven Blades* (Konami)

*Ephemeral* (Konami)  
*Hidden And Dangerous 2* (Take 2)  
*This Is Football 2001* (Sony)  
*Pirates Of Skull Cove* (Electronic Arts)  
*Star Trek Online* (Activision)  
*Resident Evil 4* (Capcom)  
*Z.O.E.* (Konami)  
*Golf Paradise* (T&E Software)  
*RoboCop* (Titus)  
*Top Gun* (Titus)  
*The Lost* (Crave)  
*Star Wars: Obi Wan* (LucasArts)  
*Silent Hill 2* (Konami)  
*Knockout Kings 2001* (Electronic Arts)  
*Project Eden* (Eidos)  
*Run Like Hell* (Interplay)  
*Carrier* (Jaleco)  
*F1 World Grand Prix 2000* (Konami)  
*WCW Mayhem* (EA)  
*Onimusha: Warlords* (Capcom)  
*Age Of Empires II* (Konami)  
*Gauntlet: Dark Legacy* (Midway)  
*Shadow Of Destiny* (Konami)  
*Oddworld: Munch's Oddysee* (Infogrames)



*Wipeout Fusion* unfortunately won't make 2000, either will *Munch's Oddysee*, but *Kessen* and *Smuggler's Run* will certainly keep you busy this Christmas. Game on!



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# It Was Bond To Happen

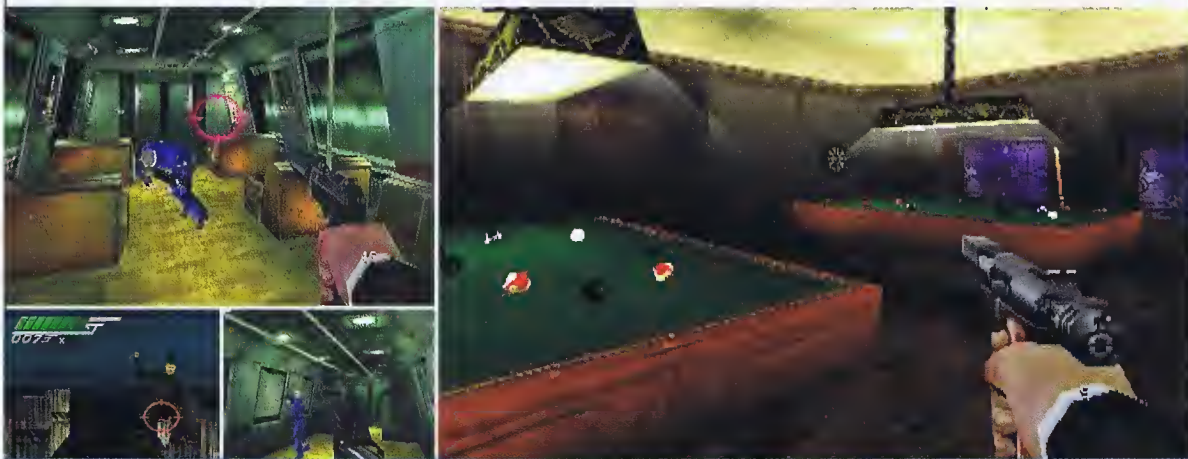
A HA! THE WORLD IS NOT ENOUGH, WE'VE BEEN EXPECTING YOU...

Electronic Arts' *The World Is Not Enough* will be released on PlayStation this November, and is looking like a corker already. Graphically the game aims to go further than any other PlayStation game of its ilk, recreating some of the most famous scenes from the film, including the razor-saw helicopters at the caviar factory and the tunnels of the nuclear weapons bunker.

With curved surfaces and long draw distances, this is a game nudging the PlayStation just that little bit further. And even though it's being developed by Black Ops, the company behind the rather

messy *Tomorrow Never Dies*, the team is determined to learn from past mistakes and, by its own admission, has been given a bit longer to finish this title.

Expect a huge feature on *The World Is Not Enough* next month, along with new information about Electronic Arts' other Bond tie-in, *007 Racing*. Rather than some seedy karting variant, this is a driving game with an entirely new Bond story from the creators of the *Need For Speed* series. When it comes to the next issue of *PSM*, we will be expecting you.



Bond is back, and this time he's in a great PlayStation game. Push James and the PlayStation to their very limits.

## Shirvo's Olympic Showdown

MATT SHIRVINGTON BREAKS 100M RECORD (VIRTUALLY)



At the launch of Eidos' *Sydney 2000*, Australia's golden boy Matt Shirvington was on hand to flaunt his button-bashing prowess. Shirvo clocked an impressive time of 8.96 seconds – a new world record – and reckons the secret is all in the way you grip the pad.

He also confessed to *PSM* that he has been a dedicated gamer for years. "I got a PlayStation when *Crash Bandicoot* came out and took it everywhere. I actually used to have to ride the bus just for fun, but I really do enjoy it."

As for *Sydney 2000*, "I think it's great. Australian kids especially like to see Olympic films that they can relate to. They can go 'oh, that's there's a Qantas advertisement' or something like that. I mean, you can hear the commentary in this is authentic, and all of the real Sydney games are in there, so you can relate to it again on that level. It's a great game."

Shirvo also told *PSM* he's keen to get his hands on a PS2. "I think that the best thing about the PlayStation2 is how you can use the existing games in the console."

Dep Ed Jason grills Shirvo on his *Sydney 2000* world record.

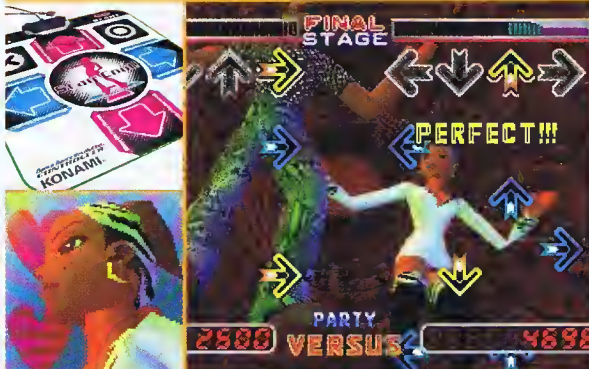
## Get Down and Boogie!

DANCE DANCE REVOLUTION COMING SOON

Get ready for some serious boogie nights with your PlayStation, because Konami is finally bringing arcade hit *Dance Dance Revolution* to this country. The game will come complete with floor mat so you can get jiggy with your mates.

For those who haven't had the pleasure of this Japanese madness, *Dance Dance Revolution* is in the vein of *Bust A Groove*, but instead of your joypad presses corresponding to the dancer's movements on screen, you have to press buttons on a floor mat with your feet – that is, you actually have to dance.

The game promises to offer a hilarious party experience like no other. Tracks include music by well-known artists like KC & The Sunshine Band, The Specials and EPMD, as well as obscure Japanese outfits like Smile.dk. Of course, there are secret tracks to unlock and plenty of playing modes. Mania, *Mr. Driller* and *John Travolta* only.



Twister meets nightclubbing with *Dance Dance Revolution*.

## BYTES

After five years, *FIFA 2001* will mark the last ball kicked by the best-selling series on PlayStation. For its last hurrah EA has overhauled the AI to give "an added burst of speed" and improve the gameplay. Also expect the traditional graphical makeover.

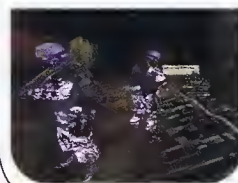
*Kiss Pinball* is destined for the PlayStation soon. Two tables are featured in the game, with Netherworld themed around the band's supernatural posturings, and Last Stop: Hell focussing on the back stage preparations and on-stage pomp of a Kiss concert. But, of course, all this is through the medium of pinball, so expect multi-balls, spinners, ramps, video modes and flippers.

Titus is getting ready to let loose Lycra-clad, caped wonder Superman in his very own PlayStation game next month. A fully 3D action-adventure's promised, through which the Man of Steel can swoop and smash as well as use super powers like X-Ray vision, Freeze Breath and Heat Ray to unravel all manner of tricky puzzles. Lex Luthor is on the loose (naturally) and determined to trap archival Superman in a cage of Kryptonite. With eight dastardly plots to foil, Superman's got his work cut out for him.



*Mr Driller*. He's small, colourful, cute, and coming to PlayStation soon, courtesy of Namco. In this top little puzzle game, Mr Driller's job is to dig down through coloured blocks beneath the town, and create stable foundations so the place doesn't come toppling down. Pull out the wrong supporting block and blat! A Mr Driller sandwich.

Red Storm is bringing *Rogue Spear*, follow-up to *Rainbow Six*, to the PlayStation and has promised a rewrite of the original's dodgy AI. There are 16 single-player missions – including one in the New York Opera House and one on a plane – and two for multiplayer.







[PLANET PLAYSTATION]



# SKATE BIG, WIN BIGGER!

With the likes of Ed Templeton, Willy Santos, Cara-Beth Burnside and Daewon Song, *Grind Session* lets you mix it with the very best skaters in the world.

*Grind Session* has it all. Apart from the cool hip-hop toons and the playable characters, everything about the eight huge levels is there for you to skate and destroy. With a massive amount of linkable tricks, this skateboarding sim features limitless combos.

Thanks to the folk at Sony, we've got some wicked booty up for grabs! As well as a copy of *Grind Session*, one winner will also receive a brand

spankin' new PSone with Dual Shock controller, a Memory Card, \$500 worth of stylin' threads and treads (that's shoes and clothing, mum!) from the legendary Vans street wear clothing company, as well as a Toy Machine skateboard signed by none other than Ed Templeton!

Be the coolest on the street, at the skatepark or just at home! Most importantly, become a *Grind Session* master...

And no, you don't have to land a one-foot, inverted varial to be in the running for this once in a lifetime prize. All you need to do is name one of the cities that appear in *Grind Session*.

Send all entries to *Grind Session*, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Write your answer on the back of an envelope with your name, address and phone number. Entries close October 24 and the winner's name will be published in the December 2000 issue of *PSM*. *Grind Session* gets the *PSM* workout on page 70 of this issue!

**grind session**



**VANS**



**PSone™**

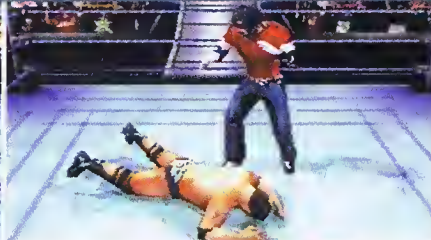
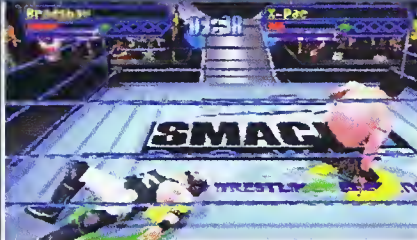




# Lycra Lovers

WWF SMACKDOWN 2 KNOW YOUR ROLE ENTERS THE RING

"Where's your other hand?"  
"Between two pillows..."  
"They're not pillows! Aaargh!!!"

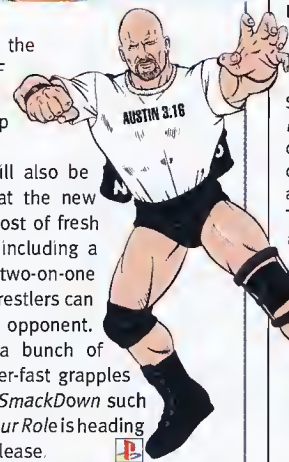


**T**HQ's *WWF SmackDown* is the most successful wrestling game ever – it's official. With sales passing the 250,000 mark it just goes to show how massively popular the 'sport' is. We all knew there'd be a sequel steam-rolling our way sooner or later, it was just a question of when. Well, the word is out, *WWF SmackDown 2 Know Your Role* is on its way, and it's shaping up to be even better than the first.

The new game boasts 50 wrestlers, new gameplay modes – such as the Tornado Tag Team – and a fully revamped Create-A-Wrestler option. The game will also feature the infamous Ladder Match, in which wrestlers use a ladder to reach a prize suspended above the ring or, alternatively, to beat each other up with. *Know Your Role* also has a load of new out-of-the-ring areas to scrap

in – grapple behind the scenes of the WWF Entertainment Complex or smash up the VIP Room.

Combo-junkies will also be pleased to hear that the new game will boast a host of fresh moves and throws, including a broader range of two-on-one moves, where two wrestlers can gang up on a single opponent. Also look out for a bunch of updates on the super-fast grapples that made the first *SmackDown* such a joy to play. *Know Your Role* is heading for a March 2001 release.



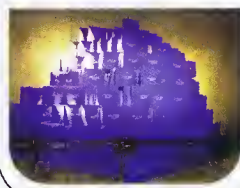
## BYTES

Concerned that the recent crop of Formula One games are just going round in circles, Eidos has announced *F1 World Grand Prix 2000*, a racing sim that will feature a GT-style test for the right to drive an F1 car. In Grand Prix mode, high finishes earn you cash that your team can then spend on research and development to improve your car. Good performances and consistent improvements in lap times mean the bigger teams, such as Ferrari, will offer you lucrative contracts to drive one of their cars the following season.

Sony's *Monster Rancher Battlecard* is a Pokémon-inspired card game. Your battle-deck will consist of a bunch of monster, attack, defence and action cards. The game will take the form of an RPG-lite adventure, where you'll travel through the world, collecting and battling monster cards as you go. Given the recent announcements about mobile phone connectivity with PSone, the possibilities for the game are endless. Instead of just taking a Memory Card round to your mate's to swap and battle monsters, who's to say you can't upload and download the little beggars from special *Monster Rancher* Web sites?

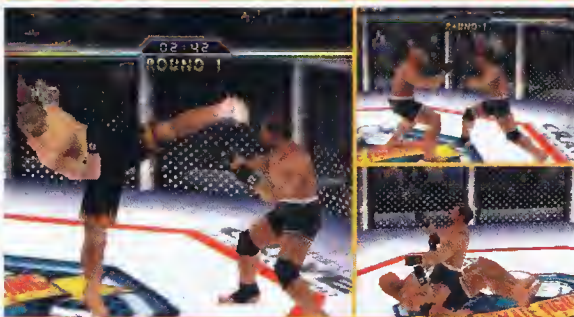
The latest game of the film to roll off Disney's production line is *102 Dalmatians: Puppies To The Rescue*. Following the plot of the upcoming movie, Cruella De Vil has been released from prison and instantly returns to her wicked ways, kidnapping 101 Dalmatian pups and getting on the phone to Alexander McQueen with a special order. You'll play puppy 102 and have to swim, dig and sniff your way through 20 levels of henchman-foiling action across settings such as Big Ben, De Vil Manor, Piccadilly Circus and The Ice Festival.

Ken Kataragi has announced that *PS2* has shipped a staggering **3,500,000 units** in Japan. It has taken a mere five months for the *PS2* to hit such targets. It took the first PlayStation 19 months to achieve the same status.



## Few Holds Barred

ULTIMATE FIGHTING CHAMPIONSHIP LIMBERS UP



Following the success of *WWF SmackDown*, the first of grappling control sums looks set to intensify with the introduction of *Ultimate Fighting Championship*.

The game is based on the one-on-one combative sport in which fighters compete in a mesh-walled octagonal arena. The sport itself was developed for professional competition in the USA and proved immediate popular. Competitors are not permitted to use of mangling parts and crushing grips, but they can employ any form of movement or striking techniques. In the game, players will choose to use one of 12 fighting styles, including the jiu-jitsu, kick-boxing and wrestling. As in boxing, you will achieve victory by knocking your opponent out, but you can also lock your opponent into a submission.

To create a realistic experience, *Ultimate Fighting Championship* utilised face mapping technology enabling your character to react, show pain and anger. However, you expect one of the most blood-thirsty looking fighters ever, *Samurai* is renowned for their brutality. The game is set for a pre-release Christmas.

The rules are: there are no rules. This is not for wimps...

Lost Treasures From The Videogaming Vaults

**RETRO**

**Game:** *720 Degrees*  
**Format:** Atari

The first skateboarding game ever was not *Tony Hawk's*. In 1986, Atari released *720 Degrees* in the arcade, and its popularity saw it subsequently released on countless home platforms. Players could skate through a ramp-filled world doing jumps for points, buying equipment with cash won in tournaments and trying to beat the clock. Famously, the game offered the message "Skate or Die!" when time was running out to get to the next tournament. In a sign of things to come, the soundtrack was so popular Atari released a limited edition record. PlayStation gamers can get a taste of the pre-*Hawk* era by playing *720* on Midway's *Arcade Party Pak*.

## SEPARATED AT BIRTH

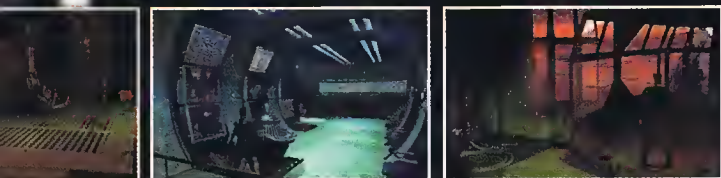


PEOPLE SO SIMILAR THEY TURN YOUR BLOOD COLD

### NO.8 IN GOLD BLOOD BLOKE AND JOEY FROM FRIENDS

Chunky Italian looking guy in a vest, short dark hair with a fringe, wide eyes and big brows, it's Joey Tribbiani. And although the *Friends* star is joined today with a guy, he doesn't look the most alert of blokes either. Just like Joey, the lights are on but nobody's home. Our bet is that this guy's a lovable dope and wannabe actor, who is a massive hit with the ladies.





# screen test

Dr Hollywood is knocking. Let the man in, please...

## In Cold Blood

Director  
Michael Apted (*The World is Not Enough*)

The Plot  
MIB special agent John Cord is sent to the ex-Soviet republic of Volgia to track down a disappeared American operative who was investigating reports of a new super-compound - more powerful than uranium and mined exclusively in Volgia. With the help of a beefy European bloke and a scientist insider, Cord hooks up with a Chinese agent on to the same story. But he's captured and tortured by Volgia's crazy dictator, Dimitri Nagarov...

The Pitch  
It's a Bond movie - err, without Bond.

Green Light or Development Hell?  
Green Light. Bond is a predictable series that's the only decent thing coming out of the limp and self-conscious British film industry. What we need is a darker, unreconstructed, intelligent spy thriller with a more human hero. Less heroics, more plot. Tell it through flashbacks as Cord is being tortured (like the game) for that inscrutable *Usual Suspects*-style. If the Hollywood cigar-chompers don't like it, there's surely some potential in a meaty old ABC multi-part drama. At least? Don't you think, eh?



The Cast

1. Evil dictator Dimitri Nagarov - Steven Berkoff (*Octopussy*)
2. Beefy European bloke - Damir Dokic (Numerous dramas)
3. John Cord - Christopher Eccleston (*Gone In 60 Seconds*)
4. Nervous scientist insider - John Hurt (*The Elephant Man*)
5. Slinky Chinese agent Chi-King Cheung - Michelle Yeo (*Tomorrow Never Dies*)

## Next Hen

THE FUTURE OF CHICKENS IN VIDEOGAMES



Aardman Animations' first full-length film, *Chicken Run*, is being remodelled for the PlayStation by developer Blitz Games. Ginger, Rocky, Bunty and Fowler are the clucks determined to make a great escape from Tweedy's chicken farm and it's your task to get them over the barbed wire.

"We've tried to recreate the farm in its entirety," team leader Dave Flynn tells us. "All the sets and scenes in the film are in the game, and there's even a few extra areas." While you start out controlling feisty hen Ginger, there are three other playable characters: Rocky the all-American rooster, and the two shifty rats Nick and Fetcher. Rather than break up the action into a sequence of levels, Blitz has split *Chicken Run* into three acts.

Dave explains, "Within each act a number of escape plans may be attempted, each of which is a fast-paced sub-game."

Ignoring the example of simplistic movie licences like *A Bug's Life*, Dave cites *Metal Gear Solid* as one source of inspiration: "Most of the game takes place in a 3D environment, where the player must sneak their way around the farm, dodging spotlights and patrolling guard dogs. The aim is to collect objects, RPG-style, to create the weird and wacky contraptions that the chickens use to escape." Punctuating the stealthy activity are the escapes themselves, present in the form of sub-games. "In one sub-game, the chickens attempt to launch each other from a see-saw, rebounding off an old mattress." Sounds like fun!



Can't beat a good game of chicken. This is certainly no Christmas Turkey.

## Re-Enter The Dragon

SPYRO FLIES BACK FOR A THIRD ADVENTURE

Spyro is to return in *Spyro 3: Year Of The Dragon*. The new game will feature 30 fresh worlds, a dizzying number of sub-games, plus the ability to control four different types of creature.

When the original Spyro arrived in October '98, PSM hailed it as the first in a new wave of proper 3D platformers. This prophecy was soon fulfilled by the likes of *Ape Escape* and the follow-up *Spyro 2*. This attempts to build on the solid gameplay of the previous two titles, combining the familiar flame, charge and swoop moves with boxing and sharp-shooting.

In the cause of plot development, all is not well in the Dragon World. After over-indulging at a bicentennial feast, the dragon elders nod off and awake to discover that an evil sorceress has stolen the latest batch of dragon eggs. It's Spyro's job to rescue them.

This promises to be the fastest *Spyro* yet, with a mode inviting the lizard to race subs, speedboats and tanks against beastly rivals. Spyro, Sparx and all are expected to return in time for a great Christmas.



Skateboarding is just one of the skills Spyro has mastered in his break from action.





# Celebrity Skins

A SNEAKY PEEK AT THE FUTURE OF PLAYSTATION - AND BEYOND...

- ▲ SKIN TRANSPLANTS
- THE AVATAR'S THE STAR
- ✕ CHOOSE YOUR OWN ADVENTURE
- SAVE YOUR SKIN, IN A GAME

AND JUST WHEN WE THOUGHT WE COULDN'T GET MORE EXCITED ABOUT PS2...

Imagine being able to drop into Egypt clutching a pair of Croft's Colts, or bantering with Barrat and the gang in *Final Fantasy VIII*, or actually being Solid Snake in *Metal Gear Solid*.

Thanks to exciting new technological developments by a company called AvatarMe!, that's not far off reality – as PSM crewmember Catherine Channon ably demonstrates, causing mayhem in *Quake III*. But how did we get her into the arena? A few seconds in a special photo booth and some revolutionary new software was all it took to create a file known as an avatar – your very own animated 3D image ready to be dropped into a computer game.


Once inside the photo booth, a camera takes two shots of you from four different angles. One of the shots is backlit, creating a shadow, the other is developed in full colour. The silhouette shots are attached to a generic template, which is then adjusted to fit the outline of your body. The colour shot is used to paste the textures on to the template. Result? A photo-realistic 3D model of your body, ready to go play with on screen.

This means you'll be able to dress up as a character, step into the booth and drop into the action. Say it was a cricket game, you could pad up, don the whites and appear batting for Australia. Or you could pull on a soccer jersey and play as Harry Kewell in *FIFA*. You could even chop off your arms and legs and take the place of *Rayman*. Umm, okay, maybe not. At the moment avatar files can only be used by PC users in certain games, such as *Quake III* and *The Sims*. But at the rate PC games are being converted to PS2, it's only a matter of time before we'll be downloading avatars to PS2 Memory Cards. You'd just have to access a site on the Net with your PlayStation2 and download



your incubated avatar before uploading it into a game. Given PlayStation2's network capabilities, it's entirely conceivable that you could end up being chased round Raccoon City by zombies made up of avatars of your bestest friends. With those friends controlling the hunt...

At the moment the UK's Millennium Dome booths are the only place you can create a new skin, but AvatarMe! is developing a portable booth that's capable of producing 30 avatars an hour. Ultimately they'll become the size of passport photo booths. In the not so distant future you'll be able to nip down to your local arcade with a PS2 PDA (Personal Digital Assistant), create an avatar of yourself, upload it to an arcade game, play and save your high score, then transfer the information, avatar and all, back to the PDA before going home to carry on playing on-line.

Next stop, the spooky miracles of the *Star Trek* holosuite... 

## COMM.LINK ACTIVE

Thanks to text-to-speech conversion software, avatars are also set to open up a world of e-mails that can talk to you. You click on 'Open' and an avatar of your mate in New York pops up and begins to actually read the mail to you in real time. Plans are afoot to translate facial avatars on to WAP phones. You receive a text message, open up the inbox and the face of the person sending the message appears on screen!





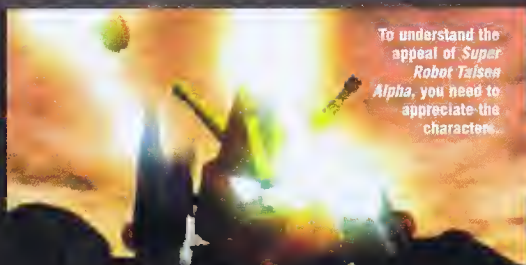


# orient express

Latest news from the streets of Tokyo...

## Hai, Robot!

Super Robot Crushes Tokyo



To understand the appeal of *Super Robot Taisen Alpha*, you need to appreciate the characters.



You're not likely to have heard of this game outside of these pages, and it's unlikely to receive much attention beyond hardcore Web sites. Nevertheless, on its release, Banpresto's *Super Robot Taisen Alpha* immediately topped the Japanese charts with massive sales of 390,433 units. Take a look at the screenshots above and you might begin to wonder if so many people could be wrong, after all.

The *Super Robot Wars* series is almost 10 years old, having debuted on the Gameboy in 1991. Since then, it's appeared on almost every console in the Japanese market. In all honesty, though, the turn-based strategy gameplay has hardly changed since its last instalment on the Super Famicom (SNES) in the mid '90s. You start with an isometric battlefield, deploy your skyscraping mechanoids, then engage in primitive side-on battles where the Richter-scale shockwaves and cruiser-crushing energy beams somehow manage to out-dragon *Dragon Ball Z*. *Alpha* contains a few neat tricks, such as the Transformer-style merging and splitting of units, but even the PlayStation's special

FX can't hide a system that has begun to revel in its retro status.

How do you make sense of a phenomenon like this? To understand the appeal, you've really got to appreciate the characters. For a start, the game is license-heavy. You'll find monsters, mobile suits and robots from practically every major mecha anime, including Gundam, Evangelion, Gunbuster, Giant Robo, Mazinger, and even (this year) Macross. And, for the added twist, the mechs are really cute. They're frequently rendered in SD (super-deformed) style, a geek-chic that perfectly accommodates the key ring fobs accompanying the collector's *Special Edition* limited release.

Shortly after the game's success had been quantified, Banpresto announced it was already preparing a sequel—working title: *Super Robot Taisen Alpha 2*—that would be released towards the end of the year. If you want to understand the difference between Japanese and local gamers, ask yourself this question: How many titles here can you name that would keep selling on the basis of fan loyalty alone?



## Otaku Youth



Ninja X – hungry for polygons...

So you've bought *Metal Gear Solid* and you're looking forward to the sequel. You've played *PaRappa* and the latest *Resi*, and you're interested to see if *FFIX* has lost the plot. These are all Japanese games, remember, and the West seems increasingly interested in acquiring what we've got. But for some reason the rule doesn't hold true when reversed.

Some of your chart-toppers were never even released here, and you may be surprised to learn that we only saw *Driver* and *Wipeout 2097* this spring – neither of which did particularly well, relatively speaking. Interestingly, *WWF SmackDown* is just about to be released here as *Exciting Pro Wrestling*. A few localisation changes may be enough to get it selling, as the appeal of wrestling is unusually suited to Japanese interests.

Many companies here are announcing unexpected profits, and it's all down to the success of their games in Western countries. As long as you're buying, expect to see more diverse Japanese genres. *Bishi Bash!* You'll be breeding virtual racehorses, next.



## Blade Arts

Developer: **Enix**

Japanese release: **Spring 2000**

Local release: **Not announced**



Full 3D movement might be desirable, but it isn't always easy to control. Many 3D fighting games still rely on old-fashioned 2D gameplay, albeit enhanced with the superficial depth of polygonal graphics. The novelty of *Blade Arts* is that it boasts a handy enemy targeting system that enables you to fix on to your opponent by activating a lock-on. Hold a button and you can circle them and move in and out, without the usual problem of trying to face in the right direction. Release the button and you have complete freedom of 3D movement again.

## Top Gear Dare Devil

Developer: **Remco**

Japanese release: **Spring 2000**

Local release: **Not announced**



This latest episode in the *Top Gear* series may help raise Remco's profile. Using the Metropolis Racer vibe we're beginning to see imitated in other games, the city-bound circuits offer a chance for some high-speed rubbernecking in New York, London, San Francisco and Tokyo. There's a mean sprinkling of comedy, with its realism-to-fantasy ratio pitched somewhere between *Driver* and *Crazy Taxi*. And with such overt references to *The Italian Job* being made by these early screenshots, it would be tragic if you didn't get the opportunity to pile through a gallery.

## Alice In Wonderland Another World

Developer: **Affect**

Japanese release: **Out now**

Local release: **Not announced**



Though it claims to be based on the classic tale *Alice In Wonderland*, *PSM* can't remember any chapter in which an evil sorcerer steals colour, sound and time from the various realms of Lewis Carroll's logic-spurning fantasy world. In *Alice In Wonderland Another World*, you must guide Alice on her quest to find the items she needs to restore Wonderland to its former, chaotic self. Many familiar faces make an appearance, with the cuter ones accompanying Alice. Expect a Disney-esque toning-down of Wonderland's more sinister side.



## Dengeki Charts\*

### Top 5 – Readers' Favourites

- 1 Vagrant Story (Square)
- 2 Super Robot Taisen Alpha (Banpresto)
- 3 F1 2000 (EA/Square)
- 4 Breath Of Fire IV (Capcom)
- 5 Kessen [PS2] (Koei)

### Top 5 – Sales

- 1 Dance Dance Revolution Third Mix (Konami)
- 2 Super Robot Taisen Alpha (Banpresto)
- 3 FIFA WSC [PS2] (EA/Square)
- 4 F1 2000 (EA/Square)
- 5 Breath Of Fire IV (Capcom)

### Top 5 – Eagerly Awaited

- 1 Final Fantasy IX (Square)
- 2 Dragon Quest VII (Enix)
- 3 Final Fantasy X [PS2] (Square)
- 4 Metal Gear Solid 2 [PS2] (Konami)
- 5 Tales Of Eternia (Namco)

\*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine





On **MORNING** radio Matt heard  
there was 9 inches of fresh powder  
on the slopes. "Wicked!" he thought.  
"This calls for **EXTRA** crunch", so he  
heaped on 9 spoonfuls of **MILO.**

you've gotta be  
**Made Of MILO**





# WANTED!

# Titantic PlayStation Title

A mixture of third-person shooting, action-adventure and puzzles, let's hope *Titan AE* is as good as the sum of its parts.

## Italian Stallions

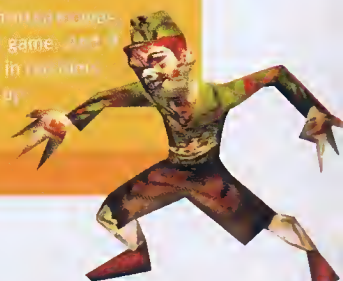


Get a great big throbber between your legs and burn, baby, burn.

## Gore Blimey! It's Evil Dead

And it's a point, and growing plays to mental advantage, as a gripping underbase for much of the game. And if he can't force the opponent (as they were in no sense, then) to do important stuff, what's crushing up on the board?

**Ash's backrubs are a hit with the ladies...**







# STAR TREK invasion



Follow orders from Lt. Commander Wort as you lead a squadron of elite fighter pilots into battle against fierce enemies.

Amazing graphics and effects will put you in realistic 3D combat. A huge selection of awesome weapons come in handy as you pilot a Valkyrie fighter or take the hot-seat to defend larger ships.

Play as a single player with squad support or go head-to-head with your friends in hot-space arenas.

## INTERGALACTIC COMBAT GOES WARP SPEED!



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**ACTIVISION.**





This is a lot harder than throwing a dart...

...and can't be done after seven beers at the pub, either.

# PSM Vs The Shuriken Masters

In a small dojo on the edge of Tokyo, *PSM* stops playing *Tenchu 2* to learn about one of Japan's oldest and most secret martial arts, Shuriken-Jutsu.

Words: Catherine Channon Pictures: Jude Edginton

When it comes to martial arts, timing is everything. And standing at the gates to the Meifu-Shrinkage School Of Shuriken it would seem *PSM*'s timing is spot on. Normally we would never be allowed to enter this unprepossessing dojo on the outskirts of Tokyo. But it is the eve of the anniversary of the death of the grand master – Dr Chikatoshi Someya. *PSM*'s appearance is seen as a sign from the good doctor.

The school is a closed community of men, highly trained in the art of Shuriken-Jutsu (throwing weapons). There are thought to be just 15 Shuriken-Jutsu masters in the whole of Japan. "Some martial arts are just too dangerous to be passed on to large numbers of people," says Someya's successor, Master Otsuka. "Those that are lethal in nature are not well known, even in this country," he continues. It was this very reason that led both *PSM* and *Acquire*, developer of the ninja stealth game *Tenchu 2*, to the school.

Master Otsuka, a 42-year-old PC programmer by day, stands before a piece of wood and bows. "In martial arts, targets are not just things. They are our sensei, our tutor and a symbol of objectivity that we are trying to overcome." In his hand is a six-inch pencil-shaped piece of galvanised steel – a Shuriken. It looks like something you could knock up in a metalwork class – which is exactly what some people did. It was the handy work

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of numerous school kids, combined with an ability to throw straight, that led the UK to ban Shuriken (which is why you won't find them in the PAL version of *Tenchu 2*).

Otsuka stands back and raises his flat palm to the height of his ear, looks along the length of his elbow and sharply brings it back down to his side. As he does so there is a large thud, followed by the sound of splitting wood. Without our even noticing, Otsuka has propelled a Shuriken into a two-inch thick piece of wood, leaving it stuck in the large split it has created. In one swift move, the silent and lethal nature of these weapons has been demonstrated.

It has taken 30 years of practice and perseverance for Otsuka to master this skill. And he is considered to be one of the lucky ones for whom Shuriken-Jutsu is a natural talent. Otsuka continues to pound the board with spike after spike.

"You can spend three years throwing things at a rush mat and nothing will happen," sighs one of his pupils, Kanzen Okuyama. "Training is often without enjoyment." As he continues, it's easy to get the impression that this art is something of a burden. The significance of their calling is driven home – they alone bear the responsibility for the survival of one of Japan's oldest martial arts. Unlike so many other martial arts (partially due to its unrewarding nature), it is not a sport which is likely to see any kind of revival, even in its home country. "Practising these skills is not easily understood and accepted by




"The second round is proof that a misspent youth playing darts at the pub has not be entirely wasted"

people in general," Kanzen explains. We ask him what his friends and colleagues think about his choice of after-hours activity. "They don't know, it is something that is not talked about." This is a closed community; the pupils rarely speak to each other during their time at the dojo, let alone outside its confines.

The Meifo-Shuriken's philosophy is a spiritual one, and as such it is not seen as something to be boasted or bragged about. "Through practising Shuriken, we should try to understand what is truly precious and truthful in life," Otsuka says. All this puts our own *Tenchu*-based ninja skills into perspective. No matter how much you get into the idea of crawling around a compound on your belly and avoiding the guards, it may seem like a life or death situation, but it's rarely an attempt to understand what is precious and truthful in life.

The silent nature of Shuriken made them the weapons of choice among many ninjas. However, Otsuka is quick to dispel the romantic western delusion that ninjas were gentleman thieves – the raffles of the Shogun period. They were, in fact, a law unto themselves, never accepted by the government or acknowledged by the military. In many ways they were the A-Team of their time – a band of misfits and outlaws.

All this talk of ninjas and close observation of Otsuka's method leads *PSM* to believe that it's time to take on the masters and see if they can't be beaten at their own game. So *PSM* strides up to the wooden board and bows. But before there's the chance to get one in, the wooden block is replaced by a rush mat. The first five miss, and it's instantly apparent just how difficult this is. However, the second round is much better and proof that a misspent youth playing darts down at the local pub has not been entirely wasted. As a Shuriken dangles from the mat, the crowd cheers, and *PSM* decides to get one in under arm. Otsuka explains just how hard this is, but no sooner have the words left the mouth of the interpreter than there's one stuck squarely in the board. Back at the hotel there's time for a spot of *Tenchu* and an undefeated *PSM* can't help but think of the words of the noble Otsuka-san, "There are those who are born with talent..." 

Master Otsuka: he may look like a computer programmer, but this man is one of Japan's foremost practitioners of Shuriken-Jutsu. He's also a computer programmer.

真流

"You can spend years throwing things at a rush mat and nothing will happen"







# PRIZES

## The Bone Collector

One of the really great things about DVD movies is that they bring the true cinema experience into your own home. Think about it, just earlier this year *The Bone Collector* was one of the biggest blockbusters gracing the silver screen and already, thanks to Columbia Tri-Star, you can sit on your own couch and watch one of the strongest thrillers to be released this year. We have five copies of *The Bone Collector* up for grabs, and winners will also receive a copy of the Jeffrey Deaver novel that the film is based on and a *Bone Collector* long-sleeve T-shirt. To be in the running, tell us who the pouty actress that stars in *The Bone Collector* is, and what videogame heroine she is set to play. Entries should be marked "Bone-afide" and sent to the usual address.



## Watch Out!

Everyone knows that time is money, right? Ubi Soft has unloaded a bunch of wicked *Rayman 2* digital stopwatches and wristwatches on PSM! They're just the thing to make sure that you don't lose track of time when playing this fantastic platformer, and the stopwatches are great for competition challenges! Nine lucky winners will each receive a wristwatch and a stopwatch, and another 11 runners-up will receive a wristwatch. You want one? Then describe in 10 words or less what Rayman looks like. Envelopes should be marked "Rayman Tracks Time".



## HOW TO ENTER

## Twix Treasures



Reviewing games, listening to music and watching movies is a tough job, you know... Wha?! You don't believe a word of that?! Okay then, we admit that'd have to be the furthest possible thing from the truth. In fact, it's even better when we can kick back with some delicious munchies. Twix have long been the favourite chockie bar of PSM Towers inhabitants to munch on. Whether we're playing *GT*, *Tomb Raider* or *ISS Pro*, or kicking back to catch a DVD – even putting together the best games mag in the country – you'd be hard pressed not to find a Twix bar in our mitts.



Home entertainment is moving fast and it's only going to get a whole lot better – especially with a prize like this! The folk behind this awesome chocolate bar have been gracious enough to give PSM two super styling Philips DVD players and a couple of boxes of Twix bars! Just imagine you and your friends tuning out in your lounge room to a massive DVD movie session and a boxful of munchies! A party's not really a party without chocolate, is it?

Two lucky readers will each pick up one of these slick DVD players and a box of Twix.

To be in the running, all you need to do is put a Twix wrapper in an envelope marked "Tune Out With Twix" and tell us who you'd most like to share a Twix with and why. Total prize value is \$1745.00. Entries should be sent to the usual address.

## Free John Cord



*In Cold Blood* is arguably the most cinematic game that has ever been released. It's an involved and often harrowing journey to free one John Cord. Little else can be revealed, but you'll be quickly intrigued once you start playing this superb adventure...

The man behind this game is none other than Charles Cecil, an early pioneer of the videogaming industry. PSM met with Charles earlier this year and got the man to sign five poster-size PSM covers featuring *In Cold Blood*. To win one of these rare posters and a copy of the game, all you need to do is send in an entry marked "Cooler Than Cold" and tell us which issue of PSM *In Cold Blood* was reviewed.

## COMPETITION WINNERS

Stealing Beauty PlayStation2 book: Shane Wilson (NSW)

Hazzard County Dukes of Hazzard Giveaway: Sean Andrew (NSW)

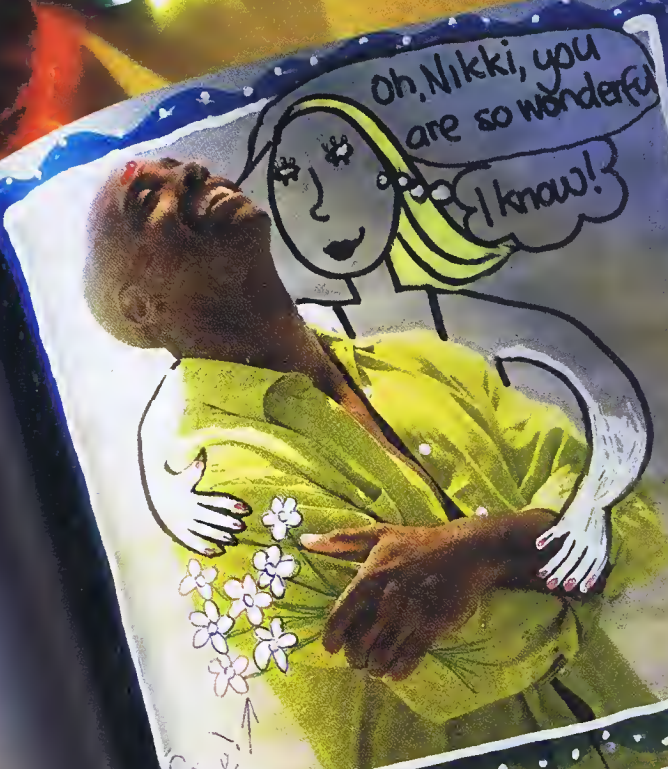
Columbia DVD giveaway winner: Natal Puntton (SA) Runners up: Cory Brookshaw (VIC), Jeanna Stein (NSW), Bruce Palmer (NT), Logan Prime (NZ) and Nathan Freda (NT)

WWF SmackDown games: Kristin Hira (NT), Matthew Hampton (ACT) and Leon Van der Merwe (NSW)

Official PlayStation Big Hits Rayman giveaway winner: Matthew Freck (QLD) Runner up: Chris Tuema (NSW), Patrick Yazbeck (NSW), Manuel Martin (NSW), Daniel Postuma (NSW), Baptiste Latour (NSW), Blake Barrett (NSW), Chris Kanya (NSW), Jacob Cox (VIC), Shirley Wood (WA), Jonathan Hawkins (QLD), Mitchell Peters (NSW), Adam Cooper (WA), Tom Forrest (NSW), Kate Foley (NSW), Eric Cook (NSW), Julius Breen (QLD), Rhys McKeown (VIC), Neil Wickman (NSW), Zacbary Stokes (WA) and Nathan Dobbie (NSW)

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1521. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close October 24, 2000 and winners will be published in the December 2000 issue of PSM. Good luck!





# Jimmy Jay spends Christmas with me, Nikki.

she is so sexy and totally good  
he is such a babe and she is so gorgeous  
I am so jealous



## The happy couple were sighted sunbaking nude at Iloula

The couple were seen enjoying... Harrison, Hollywood and designer pop diva Marina... Jimmy Jay's career... stellar climb since he was discovered... playing the spoons in the slums of Puerto Rico at the age of fifteen. He found overnight fame as the star of Puerto Rico's most popular soap "Las Calliendas de los Peruchios" (The People Next Door). And then it was off to Hollywood.

In a single afternoon Jimmy Jay spent \$10,000 on

new red Maserati is fitted with a specially designed milkshake maker. As a Capricorn, it's not surprising that Jimmy Jay chose a red car or a chocolate milkshake. Because of the astrologist's advice, Jimmy Jay chose a red car or a chocolate milkshake.

Time with Nikki

hi baby





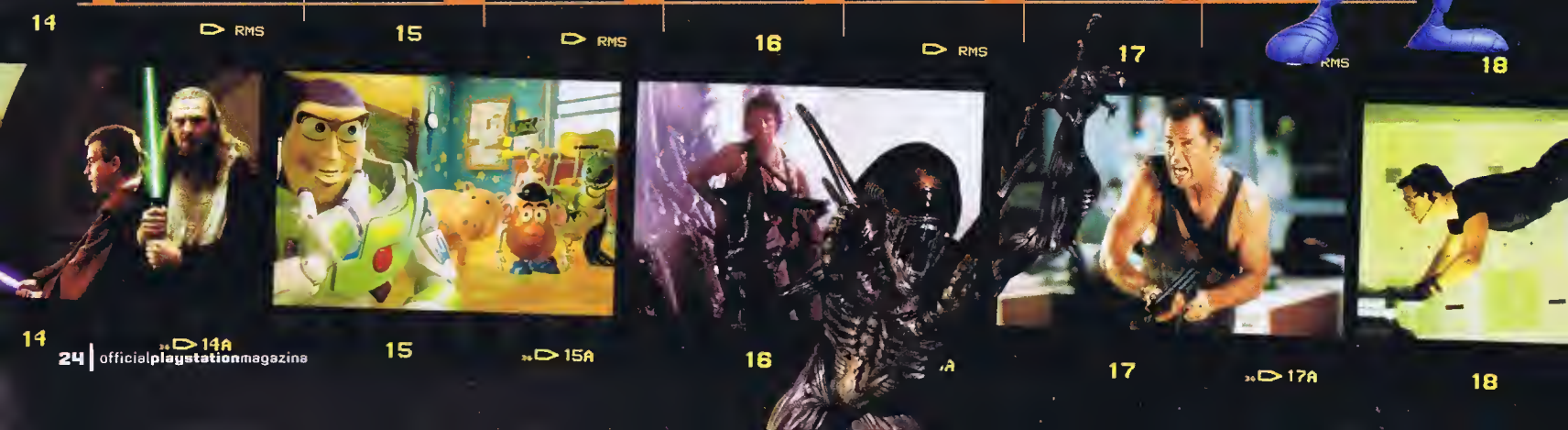
# PLANET PLAYSTATION

Crack out the jumbo popcorn and mega Coke, it's time to join square-eyed **Jason Hill** in his search for the best movie licensed game ever.



	POTENTIAL	PLOT AUTHENTICITY	GLOSS	EXCITEMENT	ADDICTIVENESS	OVERALL
<b>STAR WARS EPISODE ONE: THE PHANTOM MENACE</b> 	It's <i>Star Wars</i> . 'Nuff said. Pity about that Jar Jar banana, though.	It isn't based on the movie, it <i>is</i> the movie. Every one of the 12 levels re-enacts a scene from the film.	The <i>Star Wars</i> universe brought to life with amazing accuracy. Feel the Force.	The feeling of being able to actually be a part of the movie is unparalleled, although some levels work better than others.	Even if you've seen the movie countless times, you want to finish to fight Darth Maul and see the ending.	44
<b>ALIEN TRILOGY</b> 	Massive scary xenomorphs, face huggers, acid blood, exploding tummies. It doesn't get much bigger or badder.	The game merged the three films into one, using the suspenseful films as a backdrop rather than following them scene by scene.	Dated graphics, but the aliens are well done and the sound is superbly atmospheric. Be afraid.	The motion sensor which tells you something bad is about to happen heightens the tension brilliantly, and the shoot 'em up action is superb fun. Smack that bitch up.	Loads of very tough, atmospheric missions but it can become a little repetitive.	40
<b>DIE HARD TRILOGY</b> 	Three fine action films, Bruce Willis, guns, guns and more guns. Plenty of potential here, folks.	Three different games based on the best bits from the three flicks: action-packed gunfoolery through the Nakatomi building, a <i>Time Crisis</i> -style shoot 'em up, and a car-based race against the clock.	Doesn't have the big budget of the <i>Die Hard</i> films and looks rugged around the edges.	Plenty of shoot 'em up action and screaming around New York in a taxi trying to beat a ticking bomb is exciting stuff.	There are three games in one, so if you get tired of one you can move onto another. And unlike the movies, the three are very different.	37
<b>MISSION: IMPOSSIBLE</b> 	Mission extremely possible. Exotic locations, loads of cool weapons and gadgets, secret missions, that amazing dangling scene, plus Mr Kidman...	Uses scenes from the film as inspiration rather than directly following the script. This script will self-destruct in five seconds...	Detailed environments to sneak around, cool weather effects and great character animation.	Where the game starts to disappoint. You don't have the freedom to use those cool gadgets like you should, and the puzzles frustrate.	Won't keep your interest for too long because of the dodgy combat and often illogical puzzles. A wasted opportunity.	36
<b>TOMORROW NEVER DIES</b> 	Girls, guns, gadgets and bad, sexist jokes. Gaming heaven.	Follows the plot reasonably closely, right from the classic Bond movie opening credits. Movie clips flesh out the story between levels.	Pleasing indoor and outdoor levels, but shocking frame rate and jerky animation leave you shaken, not stirred.	Bond has loads of cool toys to play with, but slowdown makes the game terribly frustrating.	Short lifespan and simple puzzles mean you won't even be coming back for Pussy Galore.	34
<b>TOY STORY 2</b> 	Once again it's a Disney cartoon, so once again you'd expect a platformer. At least the characters are fun.	Collecting items, solving puzzles, defeating bosses and getting to the next level doesn't have much to do with the film's plot. The movie segments are more used as rewards.	The graphics shine like freshly moulded plastic, with the toy boys especially dazzling.	The game's clever but not original. There's plenty in each level to do and lots of variety, but this is platforming by numbers that fails to truly excite.	Great entertainment, but it won't last until <i>Toy Story 3</i> .	33
<b>A BUG'S LIFE</b> 	Since the dawn of time it has been written: "when in doubt, make it a platformer"...	Like the movie, you must try and get those greedy grasshoppers to bug off. In the game you do it by endlessly exploring 3D levels and collecting pickups rather than using Mortein.	Typical of those shiny happy people at Disney. Well-detailed gardens and lovely characters.	The snail-like pace will put most players over 10 years old straight to noddy land. There are many better platformers on PlayStation.	There are 15 levels of puzzle solving, collect 'em up insect fun, but not much variety or interest to keep you coming back. Reach for the insecticide...	30

# THE BIG SCREEN







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NEW TWO HEADED  
**ANACONDA**





[PLANET PLAYSTATION]

ADVERTISING PROMOTION

# WIN WARHAMMER PRIZE PACKS!

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Thanks to Games Workshop, we have 26 Warhammer prize packs valued at over \$170 featuring a great Warhammer 40,000 game with everything you need to start playing, including a comprehensive rulebook, combat missions, Citadel miniatures and tabletop terrain (including jungle, ruined buildings

and barricades); and a Warhammer 40,000 Paint Set containing five plastic Space Marine miniatures, nine paints, one paint brush and paint guides.

To be in the running to win one a Warhammer prize pack, tell us in 25 words or less why you would make a good army general, and send it to Warhammer, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028, Australia. Remember to include your name and address!



#### Conditions Of Entry

1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd and Games Workshop and their associated agencies and families.  
2. Competition opens September 20, 2000 and closes last night October 24, 2000. Enter by sending answers on the back of a postcard or sealed envelope. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on October 25, 2000 by a representative of *Official PlayStation Magazine* at 11am. All entries are to be sent to Warhammer, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028, Australia.  
3. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office.

4. The judge's decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail.

5. Total prize value is \$4548.70 (26 prize packs consisting of one Warhammer 40,000 Box Game valued @ \$139.95 each, and one Warhammer 40,000 Paint Set valued @ \$34.95 each - total value \$174.95). Prizes are not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.

6. Winners will receive one one Warhammer 40,000 Box Game and one Warhammer 40,000 Paint Set.

7. Prize winners will be notified by telephone or security post and published in the December Issue of *Official PlayStation Magazine*, on sale November 22, 2000.





# a ton of stuff

Just like movies, there are some truly memorable music scores in games. **Jason Hill** cranks up the volume knob of his surround sound speakers in honour of the best 100 game soundtracks ever.

- 01** *Manic Panic* – PlayStation: Who hasn't got a kick-punch in the mind? It's all in the mind.
- 02** *Super Mario Bros* – NES: Shigeru Miyamoto's first masterpiece and the giddy music complemented it perfectly.
- 03** *Loco* – Commodore 64: The music matched the frantic intensity of this railroad arcader very well.
- 04** *Wipeout* – PlayStation: Transform – the videogames business with its cutting edge techno soundtrack.
- 05** *Wipeout 2097* – PlayStation: Upped the ante further by offering tracks by The Chemical Brothers, Orbital, Leftfield and Prodigy.
- 06** *Wipeout 3* – PlayStation: Mixed by Sasha, continued the series' fine tradition.
- 07** *Legend Of Zelda: Ocarina Of Time* – N64: Brilliantly used music making via the Ocarina as a gameplay medium.
- 08** *Pac-Man* – Arcade: Just sirens, whacka-whacka and that awesome deflating Pac-death sound effect. Perfection.
- 09** *Thrasher: Skate And Destroy* – PlayStation: Awesome collection from the likes of Run DMC, Public Enemy and Grandmaster Flash.
- 10** *Castlevania: Symphony Of The Night* – PlayStation: Each area of the castle has its own musical motif, matching the mood exceptionally well.
- 11** *Sonic The Hedgehog* – Mega Drive: Jingles that match the pace of each level wonderfully.
- 12** *Final Fantasy VIII* – PlayStation: Set new standards for quality with its epic and inspiring music.
- 13** *Streets Of Rage* – Mega Drive: Awesome techno soundtrack that heightened interest in game music as art.
- 14** *Metal Gear Solid* – PlayStation: Marvellous sound effects and atmospheric music heighten the senses.
- 15** *Bust A Groove* – PlayStation: Perfect tunes to get down and boogie.
- 16** *TIE Fighter* – PC: Wonderful *Star Wars* soundtrack that changes intensity according to how the battles progress.
- 17** *FIFA: Road To World Cup 98* – PlayStation: Brilliant use of Blur's *Song 2* ("woo hoo") to build the excitement.
- 18** *Bust A Move 2* – PlayStation: Japanese madness and horribly infectious.
- 19** *Dig Dug* – Arcade: Namco genius at it again.
- 20** *Music 2000* – PlayStation: The samples on offer are of incredibly high quality.
- 21** *Impossible Mission* – Commodore 64: Used

- speech brilliantly. Who could forget: "Another Mission, stay awhile, stay awhile."
- 22** *Ghosts In The Machine* – Commodore 64: Amazing moody music set new standards in creating a dark atmosphere.
- 23** *John's Ghosts* – Amiga: Then better music than its predecessor. Amazing.
- 24** *Fantavision* – PS2: Inspired '50s lounge muzak for a great retro feel.
- 25** *Bubble Bobble* – Arcade: Delightfully cheesy and instantly familiar.
- 26** *Donkey Kong Country* – Super Nintendo: Joyously cheerful tunes.
- 27** *Commando* – Commodore 64: Composer Rob Hubbard became a hero in the pages of *Zzap 64* thanks to this.
- 28** *Sanxion* – Commodore 64: Another Hubbard classic that topped the *Zzap* music charts for months.
- 29** *Wizball* – Commodore 64: From another C64 legend, Martin Galway.
- 30** *Command and Conquer: Red Alert* – PC: Music so good that Westwood released a soundtrack CD.
- 31** *Um Jammer Lammy* – PlayStation: Not quite as memorable as *PaRappa*, but still bizarre and catchy.
- 32** *Interstate 76* – PC: Righteously funky, groovy and far-out tunes to listen to while driving your '70s gas-guzzler.
- 33** *Lemmings* – Amiga: Chirpy songs that suited the mad puzzle action to a tee.
- 34** *Quake II* – PC: Brilliant guitar-based rock to frag by, courtesy of Trent Reznor.
- 35** *Speedball 2* – Amiga: An undisputed classic and one of everyone's favourite Amiga tunes.
- 36** *Galaga* – Arcade: That opening tune is inbedded in the skulls of millions.
- 37** *Mario 64* – N64: Nintendo made up for the lack of CD sound with perfectly bright and bubbly tunes.
- 38** *Gran Turismo 2* – PlayStation: Good selection of rock tracks – music to skid to.
- 39** *Drum Mania* – PS2: More clichéd Japanese rock and pop treats that get inside your head forever.
- 40** *Wu-Tang: Taste The Pain* – PlayStation: The Clan laid tracks especially for their own game.
- 41** *Spy Vs Spy* – Commodore 64: A perfect spellbinding tune to chuckle to.

- 42** *Gradius* – NES: Triumphant and frantic, egging you to play just one more time.
- 43** *Tony Hawk's Skateboarding* – PlayStation: The tracks capture the skating culture perfectly.
- 44** *Frogger* – Arcade: No true arcade fan could fail to hum the opening bars.
- 45** *Driver* – PlayStation: Bad-ass tunes to encourage breaking the law.
- 46** *Kung Fu* – NES: Simple oriental nirvana.
- 47** *Superfrog* – Amiga: Delightfully twee and addictive, complete with frog croaking effects.
- 48** *Pitfall* – Atari 2600: Simple, heroic stuff.
- 49** *Castlevania* – NES: The music helped make it a gaming legend.
- 50** *Galaxian* – Arcade: The interludes between levels are brilliant.
- 51** *The Chaos Engine* – Amiga: Bangin' dance tune easily one of the best on the Amiga.
- 52** *Final Fantasy Tactics* – PlayStation: Sadly never released in this country, but a superb orchestral soundtrack.
- 53** *Doom* – PC: Frantic and addictive music, just like the game.
- 54** *Cannon Fodder* – Amiga: Just so

- catchy, the music was an instant classic back in 1992.
- 55** *F-Zero* – Super Nintendo: Music that inspired you to go even faster.
- 56** *Cosmic Avenger* – ColecoVision: Simple yet inspiring stuff.
- 57** *Rock 'N Roll Racing* – Super Nintendo: Madcap racing to tunes like *Bad To The Bone* and *Highway Star*. Yes!
- 58** *Tetris* – Gameboy: Russian madness that drives you happily insane, like the game.
- 59** *Alex Kidd* – Master System: Rollicking fun.
- 60** *Banjo-Kazooie* – N64: Fun-loving tunes and effects.
- 61** *Final Fantasy VII* – PlayStation: Another Square aural masterpiece.
- 62** *Spy Hunter* – Arcade: Brilliant use of the *Peter Gunn* theme.
- 63** *Thing On A Spring* – Commodore 64: Infectious madness.
- 64** *Donkey Kong Land* – Gameboy: Perfectly reprised many of the great *Donkey Kong Country* tracks.
- 65** *Ms Pac-Man* – Arcade: The musical interludes are unforgettable.
- 66** *Pilotwings* – Super Nintendo: Elevator music, but somehow perfect.
- 67** *Pengo* – Arcade: Classy, just like the game.
- 68** *Vib Ribbon* – PlayStation: More delightfully bizarre Japanese tunes, and you can pop in any CD you like.
- 69** *Gauntlet* – Arcade: For the wonderful speech alone. "Valkyrie needs food, badly!"
- 70** *Ghostbusters* – Commodore 64: Used the title track to excellent effect.
- 71** *Street Fighter II* – Arcade: Every character has their own smart tune.
- 72** *Full Throttle* – PC: A pounding rock 'n' roll soundtrack was perfect for this adventure.
- 73** *NBA Jam* – Arcade: For the speech alone. "Boomshakalakal!"
- 74** *Sam And Max Hit The Road* – PC: The "talkie" CD version was hysterical, due in no small part to the delivery of the voices behind Sam and Max.
- 75** *Daytona USA* – Arcade: You'd be humming the music for days after playing.
- 76** *Oddworld: Abe's Oddysee* – PlayStation: For the farting alone.
- 77** *Boogerman* – Mega Drive: For the burping alone.
- 78** *Spice World* – PlayStation: Spice up your life.
- 79** *Vigilante 8* – PlayStation: Car combat with a far-out disco soundtrack.

- 80** *Crazy Taxi* – Dreamcast: Great use of Offspring tunes to make the action even more manic.
- 81** *Stepping Selection* – PS2: Britney and the Backstreet Boys boogie.
- 82** *Overdrive* – Amiga: Cheesy synth muzak that gets in your head and never lets go.
- 83** *Jet Set Radio* – Dreamcast: Professor K the dreadlocked DJ keeps it ice-cool.
- 84** *Beatmania* – PlayStation: Get seriously down with this DJ sim.
- 85** *Samba De Amigo* – Dreamcast: Comes with a maraca controller, and features hilarious bottom wiggling tunes like *Tequila*.
- 86** *Guitar Freaks* – PlayStation: More Konami brilliance, and with that unmistakable Japanese cheesiness.
- 87** *Star Wars Episode One: The Phantom Menace* – PlayStation: The full John Williams score and authentic effects from the movie.
- 88** *Addams Family* – Mega Drive: Sweet version of the finger-clicking theme tune.
- 89** *Cool Boarders 2* – PlayStation: Hip-hop to be-hop down the slopes.
- 90** *Frankie Goes To Hollywood* – Commodore 64: The first ever band-game tie in.
- 91** *Prince Interactive* – PC: Not really a game from the Lovesymbol himself, but it did feature over 100 songs from the purple one.
- 92** *N20* – PlayStation: Crap game, but wicked soundtrack by LA-based chemical beats duo The Crystal Method.
- 93** *Fluid* – PlayStation: Relaxing post-club fare.
- 94** *Ridge Racer Type 4* – PlayStation: Just for the glorious *Pac-Man* tune.
- 95** *The Nomad Soul* – PC: David Bowie had his hand on this project from the beginning and supplied the entire soundtrack.
- 96** *Silent Hill* – PlayStation: Incredible atmosphere provided by the sound effects and other audio devices.
- 97** *Ecco: Defender Of The Future* – Dreamcast: An inspired and sensitive musical score.
- 98** *Alien Trilogy* – PlayStation: Just for the blip of the radar. Terrifying stuff.
- 99** *Kung-Fu Master* – Atari 2600: Repetitive, yet madly enjoyable. Like the game.
- 100** *Space Invaders* – Arcade: Relentless minimalist perfection.







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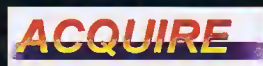
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# BACK ISSUES



FEBRUARY '00 - #31

Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pac-Man World, Worms Armageddon, NHL Championship 2000, Gran Turismo 2 video, Space Debris video, Ace Combat 3 video.



MARCH '00 - #32

Disc contents - Music 2000, Action Man: Mission Xtreme, F1 '99, Ace Combat 3: Electrosphere, Eagle One: Harrier Attack, Colony Wars: Red Sun video, Team Buddies video, Gran Turismo 2 video, Micro Maniacs video, VYJ utility.



APRIL '00 - #33

Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racer video, MediEvil 2 video, Cool Boarders 4 video, Ghoul Panic video, Grandia video, download cheats.



MAY '00 - #34

Disc contents - Micro Maniacs, Demolition Racer, Player Manager 2000, Pro Pinball: Fantastic Journey, Renegade Racers, Syphon Filter 2 video, Radikal Bikers video, WWF SmackDown video, Colony Wars: Red Sun video, N-Gen Racing video, download cheats.



JUNE '00 - #35

Disc contents - MediEvil 2, Urban Chaos, Everybody's Golf 2, WWF SmackDown, UEFA Champions League: Season 99/00, Colin McRae Rally 2.0 video, World Touring Cars video, Muppet RaceMania video, Spider-Man video, Star Ixiom video.



JULY '00 - #36

Disc contents - Tony Hawk's Pro Skater 2, Euro 2000, Muppet RaceMania, World Championship Snooker, Star Ixiom, In Cold Blood video, Hogs Of War video, Star Ocean video, Silent Bomber video, Vampire Hunter D video.

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#### Conditions of Entry

1. Instructions on 'How to Enter' form part of these conditions of entry. The competition is open to residents of New Zealand only whose subscription for 12 months or more to *Official New Zealand PlayStation Magazine* is received between 04/10/00 and last mail 13/11/00, and is signed against a nominated valid credit card or, if paid by cheque, cleared for payment. Coupons are to be sent to *Official New Zealand PlayStation Magazine*, Private Bag 92615 Symonds Street, Auckland.

2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter.

All entries become the property of ACP, the promoter, and might be used in future marketing exercises.

3. Every eligible subscriber will receive a PlayStation Platinum game valued at AUD\$39.95. To be an eligible subscriber, you must subscribe to *Official New Zealand PlayStation Magazine* for a minimum of 12 months. Any 12-month subscription which is processed as part of this promotion may not be cancelled. Prizes are not transferable or redeemable for cash. Any change in the prize occurring between publishing date and the date the prize is claimed is not the responsibility of the promoter. Please allow up to seven weeks for delivery of your first issue.

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# feedback

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feedback feedback feedback

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Send your thoughts to: Feedback, Official PlayStation Magazine,

GPO Box 4089, Sydney NSW 1028. Or e-mail [playstation@acp.com.au](mailto:playstation@acp.com.au)

f e e d b a c k f e e d b a c k f e e d b a c k f e e d b a c k



## Survivor

I am 14 years old and was diagnosed with cancer last year after having recently moved to Sydney. I have been cured for the moment but only because of two things – a year of treatment, which helped my physical side of the cancer; and I also had my mighty PlayStation, which helped cure the emotional side (as I recently moved to Sydney, I didn't have many friends and the treatment would have driven me insane otherwise).

I wouldn't have been able to take the treatment without the PlayStation and I wouldn't be writing this today. Games like *Final Fantasy VIII*, *Abe's Exoddus* and *Driver* kept my spirit alive. I just want to praise the PlayStation. Who would have thought that a games console could save a life? Keep up the good work on this superb mag.  
**David Swinnen,**  
via e-mail

Good on you David, game on!

## Dreamer

Every night I dream about PlayStation2. Every time I answer the door I dream a sales dude is delivering my PlayStation2. During school exams I dream of PlayStation2. When I kiss my girlfriend I dream of PlayStation2. All I ever think about is PlayStation2...

As you can see, I'm obsessed with PlayStation2. I enjoy your magazine every month – I've got 29 issues – but I'm wondering if you can answer these questions?

Will the PS2 work better standing vertically?

There are plenty of cool RPGs coming out on the PlayStation this year, are there many good ones planned for the PS2?

In issue 36, your reply to Lloyd Kikok's letter mentioned something about a *Tony Hawk's Skateboarding* tournament... Please, please, please hold a *Tony Hawk's Pro Skater 2* tournament!



I hope that *PSM* lasts for years to come, and I'm sure that whatever you do when PS2 is released will be cool and kick any other PS2 magazines' butts!

**TBT, address not supplied**

The PS2 works fine either horizontally or vertically, the choice is yours! *Summoner* looks to be one of the best RPGs for PS2 and *Dark*

*Cloud* also looks tasty. Of course, *Final Fantasy X* and *XI* will be incredible! With the success of Activision's *Tony Hawk 2* competition, we're sure they'll be contemplating another one.

## Wrestling With Reality

I'm a devoted *PSM* and wrestling fan. What I want to know is why all you fellow wrestling fans keep complaining about unfair

## SHOUT

I have started up a PlayStation Club at my uni, and although it only has a few members, I think that it has the potential to do well.

I am a girl gamer, both on PSX and PC (more on PSX, though), and I love a good challenge. I have only been exposed to the PSX phenomenon for two years: before that time I can't comprehend why I wasn't playing it!

So far I have only had two events: the first, "let's see who turns up?" and the second, which was basically the same people that turned up the first time. I had a poster prize, but that will change once I gain some minds from the Student Union. I know that there



are some hardcore gamers on campus, it's just that they need some inspiration.

We play at the bar on the big screen. It's great, and the sound is cool, too. I was hoping to have some PSX comp nights with trophies and prizes for contestants. I am charging a \$5 joining fee, and it's not only restricted to students – anyone can join!

The two games I have shown are *Bust A Groove* and *Tony Hawk's Skateboarding*. I have more, however I thought I'd try these two first and see how it goes. I have plans for *GT2*, *CTR*, *Tekken*, *FIFA* and other multiplayer games.

Thanks for an informative and excellent mag. It's a pleasure to read every month, and I often read it over and over for tips on games and those to come.

**Sharon (AKA HeatsTrike)** via e-mail

Thanks Sharon, good luck with the club. We'll send you some magazines and discs to use as prizes.

## FAQ

**Q. Is it true that Sony has delayed the launch of PlayStation2?**

**A. The PS2 will now be released in Australia and NZ on November 30, unfortunately a month after the US launch on October 28.**

**Q. Is there any chance that the launch date for PlayStation2 will slip again?**

**A. No, we're confident November 30 is it. How many machines Sony manages to get into the country is another issue. Pre-order today!**

**Q. Did the PocketStation ever get released locally?**

**A. No, and it never will.**

**Q. Is the DVD playback quality of the PS2 any good?**

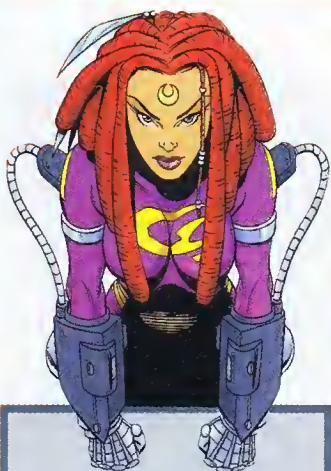
**A. It's excellent, and compares very favourably to mid-priced stand-alone DVD players.**

**Q. How long will Sony keep making games for PlayStation after PS2 is released?**

**A. With 70 million PlayStations around the world, and the imminent release of PSone giving the market a further shot in the arm, you can expect PlayStation games for many more years.**







## ask nina

Is there nothing Nina doesn't know? You guys haven't managed to stump her yet...

**Q.** Hi sexy Nina! Do you know if those Namco arcade controllers are still available? I've looked everywhere but I can't find one. Please help!  
*Evan Croden, QLD*

**Q.** Hi Nina, I'm just wondering whether shops will open at midnight on November 30 for the launch of PlayStation2, so that we can all rush in there and burn a hole in our wallets? I can tell you now that I will be one of them!  
*Daniel Tippett, NSW*

**Q.** Wicked mag! I was just wondering whether it would be better to wait for the second model of PS2, seeing as the second model of PlayStation was better than the first? Will there be a second model?  
*Jarrod, NT*

**Q.** Congratulations on a superb mag - the demos are awesome! You've had excellent *Sport and Horror Specials*, but why hasn't there been a *Racing Special*? I hope you're planning to do one!  
*Chris Hughes, address not supplied*



► scores? What's not fair with 8/10? All you people say is, "Why don't you ever badmouth car games...?" Maybe it's because car games have been around longer and usually with each one the gameplay is more innovative than the last.

If you recall back to issue 32, *Vigilante 8: 2nd Offense* got 6/10 and *F1 World Grand Prix* got 5/10. It might just be me, but I do believe those scores suck more than 8/10!

And *PSM*, you guys kick butt because you still hand out wrestling prize packs, which is damn commendable (at least to me!).

*Mrs Rock, address not supplied*

### Girl Trouble

Hey PSX pros. My girlfriend has been rather disloyal to the little grey box. She hasn't touched a game in

about two months and is no longer buying your excellent magazine... So I did the only thing any right-minded person would do - I bought her a copy of *In Cold Blood* and a subscription to your magazine.

Now she loves me a whole lot more (and *In Cold Blood*).

I rule!

*Steven Crampton, via e-mail*

### Christ Almighty

Is there ever going to be a card similar to a Memory Card that features pre-loaded cheats? I'm also writing to find out whether there will ever be any Christian games. We are very interested in finding out this information.

Thanks.  
*Keith Diver, NZ*

Some third party companies release Memory Cards with cheats already

on them, but we have found that non-Sony cards often corrupt and lose your precious saves. We suggest you stick to the Download section featured on our demo discs. There's been a few Christian games released on PC, but none on PlayStation. There are God sims like

*Civilization*, though!

### Claws Are Out

Can you tell me why there hasn't been a female wrestling game made? You could have ring bouts, apartment-wrestling bouts, catfights etc. I don't think us girls get a fair chance and it would be fun. You could also have an import feature to import a male and then beat him up with a leg scissor or schoolgirl pin...

What do you think?

*Stax, via e-mail*

If you're a girl, we'll burn our PlayStation. You just want to perve, don't you?

### Hey Gang

I read a good letter in issue 37 (page 33) - the very first and long one about the *60 Minutes* program. I thought I had written that letter myself. I just hope that your readers put the time into reading it.

The most unfortunate thing about it all is that a lot of the people who would have watched that segment would have been over 30 years of age. My aunty and grandmother live together and saw the show. When I saw them a couple of days later, they basically said that I worshipped the devil. Not really, but you should have seen them carry on... I was ashamed in a way. It was such a one-sided story - not positive at all.

It surprises me sometimes the way our society thinks. At one end of the spectrum we have television, which has been around for much longer than the gaming industry and televises extremely violent shows that seem to be the norm now; and at the other end, two friends having a game of *Tekken* or

## THE JOY END

by anton









# PLAYSTATION **SPECIAL** FEATURE

Words: **Mike Goldsmith** Photography: **James Cheadle**





# Five Alive?

So... Is she alive? And if she has snuffed it, what that hell is she doing in that cat suit? PSM visited Core Design to dig out the truth behind Lara's fifth adventure, *Tomb Raider: Chronicles*, and – whisper it – her future on PS2...

**L**ara Croft is dead – or at the very least, as good as. At the end of last year's *Last Revelation*, Lara was left for dead under a pile of rocks in a tomb in darkest Egypt. No amount of Lucozade would help revive the PlayStation's number one icon as, at the end of her quest to recapture the spirit of Set, she was trapped in the Temple Of Horus under the Great Pyramid, and thus ensured that the tomb that gave Lara her nom de guerre was to be her final resting place. Rest in pieces, Ms Lara Croft.

Which is, of course, either B-movie cliffhanger nonsense or 100 per cent commercial suicide. The face that's appeared on over 300 magazine covers, the merchandising blank cheque that's spawned everything from beach towels to an upcoming movie, the star of (let's remember) an astonishing game that has sold over 14 million copies in all of its PlayStation incarnations alone... There's no way on Earth that Core Design, Lara's creator, would suddenly decide to kill off its buxom meal ticket, right? Thus, PSM waited for the inevitable phone call that would reveal that Lara tunnelled out with a fossilised toothpick, had suffered a bout of amnesia and was living in Mexico, or some other deus ex machina allowing us to preview the new *Tomb Raider* game as we have done every year since the first incarnation in 1996. And we waited. And waited...

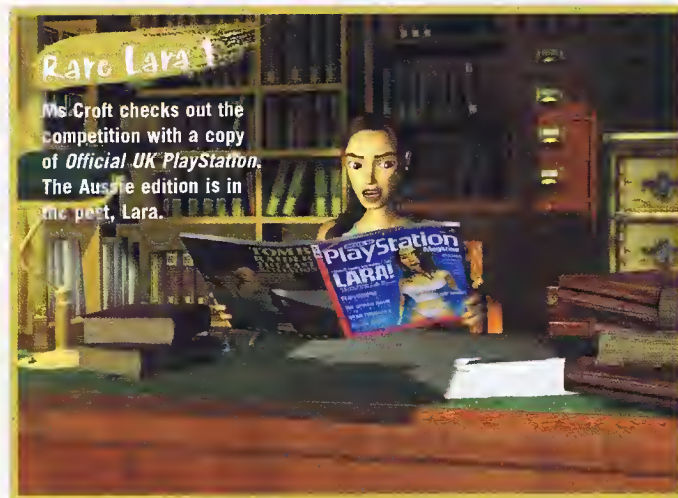
The call came – but not quite the one we expected. Yes, there would be a fifth *Tomb Raider* for PlayStation, but Core wasn't courting the huge publicity that has surrounded previous games. While new Lara model Lucy Clarkson would wow the crowds at this May's E3 show, the new game wouldn't be shown and no, there weren't any details apart from a few sketchy plans about hi-res versions of some old levels being given away on a bonus disc. Something was up and we had to find out. She's got to be alive, right?

Yes – and no. As revealed in Planet PlayStation last issue, the fifth *Tomb Raider* game – *Tomb Raider: Chronicles*, to roll out its full name – will indeed be released this November, but as for that predicted get-out clause, Lara lovers will be disappointed. Yes, our heroine does appear, but only in flashback. How else could

she appear when the whole game is based around her funeral...?

"She could wake up, have banged her head in the shower and it would all have been a horrible dream..."

Adrian Smith is referring to a legendary episode of kitsch '80s soap *Dallas*, where Pamela Ewing wakes up to find



hubby Bobby in the shower – he's not dead, her world hasn't gone to ruin and, yes, the last series was all a dream. He's jokingly looking for a way to prevent the expected deluge of hate mail from Lara fans ("You've killed Lara Croft! I can't believe you've done that!" half-laughs Smith), but there's no going back for Core's Operations Manager and the man who oversees Lara Croft's every move. Come on, she's dead, isn't she?

"We left *Tomb Raider: The Last Revelation* on a bit of a cliffhanger with Lara sealed in a tomb and people not actually knowing whether she's alive or dead," confirms Smith. "We're going to carry this premise on through *Tomb Raider: Chronicles*. *Chronicles* is what it really is. It's adventures that people haven't known about and a way to reinforce the fact that Lara has been around for a long time.

"Time has passed and we're five days on from the end of *The Last Revelation*," he continues. "Lara's body hasn't been recovered, people can't imagine that she's dead and sealed in the tomb. The whole effect we want to create is the cinematic setting of a funeral at Croft Manor. It's Lara's family home, steeped in mystery. People have seen this house many times before, but here is a whole new area of it – the family burial ground. Lara's friends and close relations are there to put Lara Croft to rest, and the world's media is also there as this is a huge occasion."

A huge occasion indeed – and that needs a damn good plot device to ensure Lara's legions of followers turn up at their nearest game shop this November. Core finally settled on an anthology structure, with characters from previous games retiring back to the manor to reminisce about their adventures with Lara. "It's a flashback from her friends and colleagues that you'll have met – people like Jean-Yves and Pierre from the earlier games in the series reminiscing on adventures and exploits they had with Lara in the early days. It's a really good way of ending the chapter of what we currently know as Lara Croft and *Tomb Raider*."

So where are we going, then? All around the globe (see 'Wish We Were Here'). "We're treating each adventure almost as four separate games. They're all different passages in Lara's life, so there's potentially different attributes you'll have in each of them," hints Smith. "A lot of new things will be put in and combined with features from the past four adventures. For example, when we looked back there was a lot of stuff we put into *Tomb Raider III* that we didn't carry across to *The Last Revelation*. So we've put them back into this latest adventure."





So that's what *Tomb Raider: Chronicles* is about (minus the secret ending...), but putting our cynical head on, is it just a case of a few new moves and textures bunged on to *The Last Revelation's* engine? Smith disagrees.

"What we've done is kept the core technology predominantly the same and changed all the areas around that – while we've pushed the technology as far as we can, we've gone over everything again. A lot of the focus for *Chronicles* has been improving elements such as the camera system and control mechanism that we've always wanted to go back and revisit. Lara will also have new moves in there and those moves will be key to actually achieving some of the goals in each mission – the tightrope walk is one of them and it's great to see Lara edging across and wobbling from left to right.

"There's a lot more interaction with Lara's environment," continues Smith. "If she's searching in cupboards and filing cabinets, she'll be able to pull stuff out of them. There are objects that she can actually search out rather than just picking up objects lying on the floor. She'll have to open doors, look through them and find things. We've put a duster over the whole thing, in essence." It's a statement of intent that, from *PSM's* early look at the game, looks likely to come off. However, for all the tweaks, nips and tucks, is it just *Tomb Raider* again? Of course it is – in the same way that *Gran Turismo 2*, *Resident Evil 3* and *Colin McRae Rally 2.0* are all just sequels. And while new cars, moves, tracks and weapons are all very well, at the end of the day gamers are the ones who'll have to fork out their 80 bucks for the privilege of playing these remixes. Indeed, recent phone calls to *PSM's* office shows gamers want new challenges and, hell, value for money out of this year's wave of sequels. It's a phone call that Core has obviously taken as well and one it intends to answer with the planned bonus disc that will come with *Chronicles*.

"We are going to give away something quite special, but I can't talk about it as we're still working out the logistics," reveals Smith, as cryptically as you like. "It's something that the gameplaying public has been asking us about for a long, long time and we feel comfortable giving out now.

"We've also got some great tie-ins. We've got the *Tomb Raider* movie coming, which is being filmed as we speak, so we might include some of that or maybe some of the teaser ads. We've also looked at taking some of the original maps and levels and putting them through the new technology – the lighting would be better, they'd look much better, it'd move faster and Lara might have different outfits. You could then play new versions of such classic levels as the system level or St Francis' Folly from the very first *Tomb Raider* game."

*PSM* raises its hat to you, sir.

So that's it for *Chronicles* – but is that really it for Lara Croft? You'll have to wait until November and the very end of the game to find out the future of Core's busty adventurer, but it shouldn't come as any surprise that the developer has been experimenting with Lara on PlayStation2 for some time – indeed, *PSM* saw a very early model of Lara up-and-running on a PS2 development kit in the spring of 1999. So she's alive, then?

"I think people appreciate we've been working on *Next Generation* (the working title for *Tomb Raider* on PlayStation2 – see 'Tomb Raider: Generation Next') for some time. It's got to be something different and while, yes, it's got to be Lara Croft, people will want to see her doing something different. So we've got to bring a new game in there. *Chronicles* means we can finish this chapter off, then start a new one on PlayStation2. *Tomb Raider: Chronicles* will give a lot of pointers to where we want to go with *Tomb Raider: Next Generation*..."

Lara Croft is dead? Don't buy that mourning suit just yet...

### Rare Lara 2

This particular Lara image was commissioned for the 100th issue of UK style mag, *The Face*. More *Ab Fab* than adventure; her guns are probably in the bag.





# "We weren't too happy..."

If we were surprised that Lara would be heading to PlayStation for a fifth time, that's nowhere near the reaction from the people who were told they'd have to make the thing. PSM has a beer and a gossip with the *Chronicles* team...

**Andrea Cordello** – "Mapper, levels, graphics, that stuff"  
**Martin Gibbins** – "Lead programmer, traps, puzzles, Lara animations"  
**Richard Morton** – "Map designer, tower block levels in whatever *TR* it is"  
**Andrew Sandham** – "Responsible for script and designing levels"  
**Del Gilchrist** – "Programmer, engine and technical stuff"  
**Phil Chapman** – "I animate bad guys and other wonderful things"  
**Alex Davis** – "Work on PC and Dreamcast versions, here for free booze"  
**Pete Connolly** – "Musician and can I have another glass of beer, please?"  
**Tom Scott** – "AI and programming for all the baddies"  
**Joby Wood** – "I build and design levels"

**PlayStation Magazine:** So how did you feel when you were called into the office and told you were going to be making another *Tomb Raider*?

**Richard Morton:** We weren't too happy.

**Martin Gibbins:** Extremely pissed off, if just for the fact that it was going to be another *Tomb Raider*. The team before us did the first two and they said we couldn't possibly do another one. So we've done another two... To be told we've got to do another was a nightmare.

**PSM:** Whatever the reasoning, you've got to do it and do it better. What can you do when you thought you'd made her final adventure?

**MG:** It's down to the story now. Technically, there's not a vast amount we can do. Del's spent the first three months of the project converting all the code, so it's certainly going to be quicker than it ever has been.

**RM:** We've got a lot more detail in. It runs a lot quicker and we can get more on screen.

**Alex Davis:** Technically, it should be damn good, but there's a lot of stuff under the hood that people won't notice – there's so much stuff going on. A lot of the criticism it gets is unfair. People will say it's just the same, but it's been totally rewritten.

**RM:** The only way we could change it completely is if we put it in, say, the *Soul Reaver* engine where everything is smooth and you can have proper round walls. But that would take a lot more than a year to do.

**Joby Wood:** There mightn't be any major engine or system changes but there are hundreds of new effects.



These are the blokes behind the latest *Tomb Raider* game. Pom programmers always look pale and chubby, don't they?

**PSM:** Will *Chronicles* be a more cinematic game – the flashback plot structure certainly hints at that?

**Andrew Sandham:** We've spent a lot of time trying to create proper characters. We've also got an awful lot of dialogue in there. We've tried to keep it to a minimum and not be boring, but what we've done is give the people characters that we all know from playing games. We're bringing back a lot of the old characters. We've built up the characters over four games and now we can start making them real.

**PSM:** So what was it like getting started?

**MG:** For the first month or so, it was like, "Look at this bug we just found and that was on II, III and IV." Excellent, fixed it!

**RM:** We had a lot of feedback from *Tomb Raider III* that people liked the Area 51 level and the stealthiness involved, so we thought we'd expand on that by having stealthy death moves that Lara can perform on certain enemies. She can get the chloroform and combine it with the cloth and if an enemy's guarding something, she can go up and knock him out.

**RG:** *Tomb Raider III* was our first game as a team and we tried to ram as much stuff as we could into it. Now we're pretty selective and can choose the things in it people like best...

**Phil Chapman:** It's also heavily influenced by movies as much as games. We all said, "If we had a movie license, what would we want to do?" And we'd all like to do things like *The Matrix* and *Die Hard* and *Sleepy Hollow*.

**PSM:** What was the first brainstorm like on *Chronicles*?

**PC:** We had loads of meetings. The original idea was gonna be like *Tomb Raider III*. Lara would have this trophy room with four artifacts she'd got in the past and you could select which icon you wanted to see how Lara got it. Then there was another idea, which was a no escape-type scenario where she's trapped on this island...

**RS:** She'd come out of the pyramid, she'd been discovered and she was half-dead, but she was a bit manky 'cos she'd just been crushed [laughs]. She'd have two months getting sorted and then she's taken to this island where she's being hunted.

**Andrea Cordello:** None of us were happy with that. It was also too much work to do in the nine months we had. It would've been a complete nightmare.

**RM:** The idea just struck us. It took about an hour to think of this other thing. Tom came up with the idea in the pub and we all went, "Yup, that's good..."

**Tom Scott:** Did I?

**RS:** In *The Last Revelation*, she's died and we were like, "What? Is she gonna come back in some soppy idea?" The fact that she is dead throughout *Tomb Raider: Chronicles* is much better.

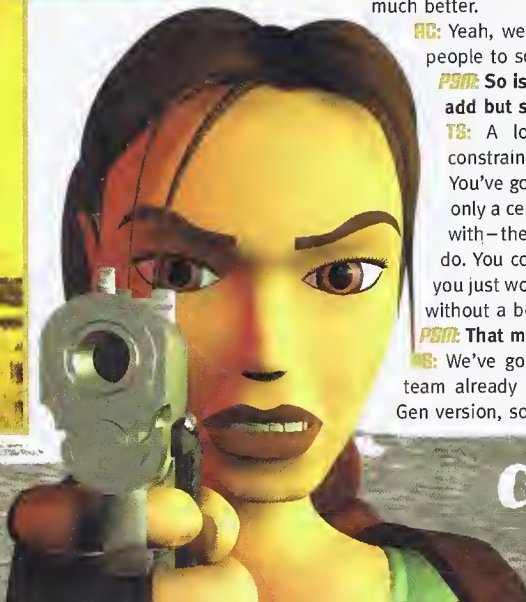
**AC:** Yeah, we'll leave that for the Next Gen people to sort out...

**PSM:** So is there anything you wanted to add but simply couldn't?

**TS:** A lot of it's just the technical constraints of doing a PlayStation game. You've got the speed of the machine and only a certain amount of memory to play with – there's certain things you just can't do. You could be there for five years and you just won't be able to do them properly without a better platform...

**PSM:** That means PlayStation2. Any plans?

**MG:** We've got a segment of the *Chronicles* team already ploughing ahead on the Next Gen version, so we'll join them after this.



cont...



...cont

## Wish You Were Here

The four places we'll be visiting in memory of Lara are Rome, Russia, Ireland and an industrial tower block. Here's a whistle-stop tour...

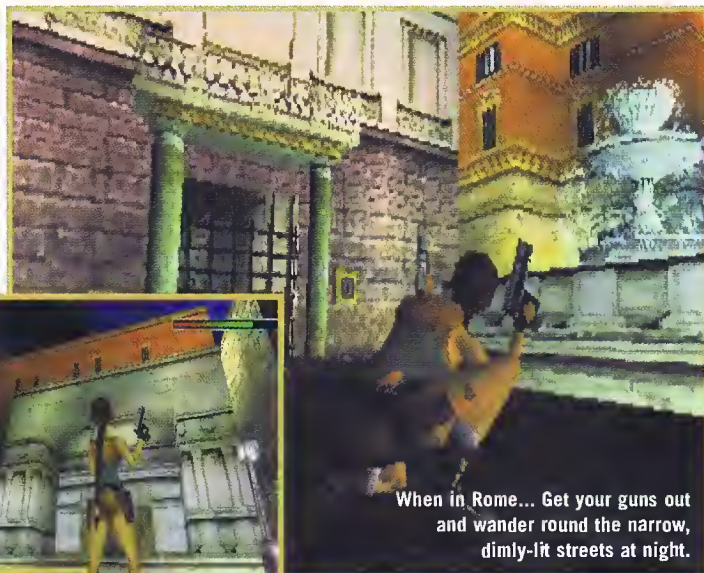
### Level One: Rome

After the funeral, a group of mourners head back to the study in Croft Manor – Winston (Lara's butler), Jean-Yves (Lara's French archaeologist pal) and Father Dunstan, the Irish family priest who conducted the service. The three guests begin to reminisce, picking up artifacts around the room. Winston picks the Philosopher's Stone and tells us this was a reward from one of Lara's early adventures in Rome. The level (which includes training) begins in Rome's Opera House where Lara, looking stunning in her slinky evening gown, is here to meet Larson and Pierre (the dimwits from the first *Tomb Raider*) and buy the Stone from them. A double-cross ensues and the chase takes to the narrow streets of Italy's capital.

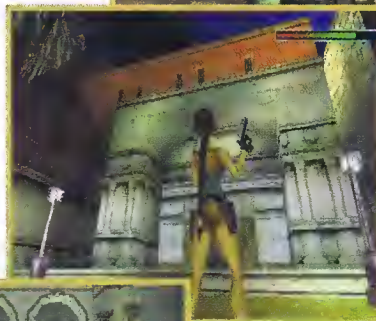
### Level Two: Russia

Talk turns toward a picture of a German WWII U-Boat close to the fireplace. Jean-Yves reveals that the ship was carrying the mythical Spear Of Destiny (the spear that was said to have pierced Jesus' side and is alleged to have magical powers) back to Germany, but due to a mysterious explosion, never made it. Flashback

Like the opening lift scene in *Speed*, the Tower Block level is laced with tension.



When in Rome... Get your guns out and wander round the narrow, dimly-lit streets at night.



to Jean-Yves and Lara, dressed in Arctic-style costume, heading out to Russia's Murmansk province with an eye to finding the spear.

### Level Three: Ireland

Lightning strikes and the candles go out. It's a hellish night, and one that reminds Winston of the time he spent out at Conussie – the butler's old Irish home. The teenage Lara once stayed there with Winston and Dunstan and saw some strange apparitions on one of the islands. The two Irishmen don't explain what these apparitions are, so the young heroine steals herself away on a boat and goes to investigate the island.

### Level Four: Tower Block

We rejoin Winston, Jean-Yves and Dunstan in a secret area of Lara's Trophy Room. Winston pulls up a dusty sheet and finds the Iris. As the light from this jewel illuminates the room, we flashback to a tower block, the Von Croy Industries logo shining out in the dark. Cut to Lara, dressed in a cat suit, who must use all her new stealth skills (think *Metal Gear* meets *Entrapment*) to infiltrate the building, dodge laser trip wires and claim the mysterious prize. And then...









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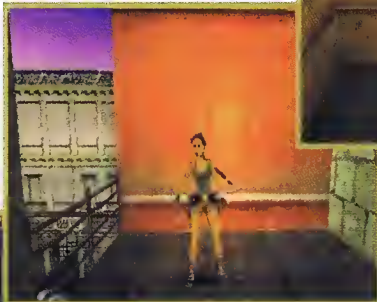
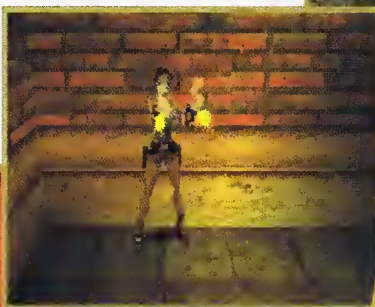
## Tomb Raider: Generation Next

But if she's dead, then how can she move on to PlayStation2? Read on...

**I** want to dance around it but not actually give anything away." Pause. "No." Longer pause. "Can we leave it?" Adrian Smith is in two minds. On the TV behind him is a fully working PlayStation2 version of Lara looking very smooth indeed. It's just a demo to show everyone that Core is working on a PS2 version of *Tomb Raider*, but he's itching to reveal the details about exactly how Lara will make the transition to PS2. It's getting close now though, with *Tomb Raider: Next Generation* ("Next Generation has just stuck with us, terrible name and we're working on others...") planned for release early in 2001.

"It's still very much in R&D stage, even though we've been working on it for a considerable length of time," reveals Smith. "What we have to do, however,

Grabs like these from *Tomb Raider: Chronicles* will seem like old hat when the PS2 version emerges.



is make a new game. We're looking into ways of changing it and I think people will be shocked..."

While we've got next to no info on what *Next Generation* is about, we do know it's looking good.

Not only did Smith show us a small PS2 demo (Lara looking good in traditional garb, running around a non-populated castle), but we met up with Andrew Thompson, the artist working on models of Lara on PS2.

"She's been completely remodelled," Andrew reveals. "We want to update her because she's looking pretty dated now. Personally, as the artist, I'm looking to make her more sexy. She will be fully facially animated and technically, the character will be fully articulated. We're having to take what has been FMV technology and put it into the game because PlayStation2 can handle it." Us too.

The countdown starts here.

Rare Lara 3

This was a Lara pic commissioned for stuffy UK newspaper *The Times*. Look, Lara can read everyone!

## Movies Games and Video

Yeah, yeah, we know it's Angelina Jolie. But what else is happening with *Tomb Raider: The Movie*?

**S**he's absolutely mad." Core's Adrian Smith is, of course, talking about one Angelina Jolie – Oscar-winner for *Girl, Interrupted*, recently-announced star of *Tomb Raider: The Movie* and a lady somewhat up for the role.

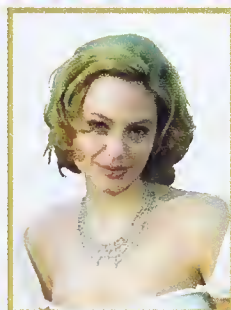
"She's into it big time," he continues. "The last six weeks she's been on intensive training – she's done bungee jumping and been with the marines learning how to fire weapons." With Jolie finally confirmed, it's now full steam ahead.

"They're filming at Pinewood at the moment, in the old *Bond* studio," reveals Smith. "I understand they've hired the most floor space for any movie there in the past 10 years.

"The script itself is very good. It's based on an adventure that Lara goes on and is true to the *Indiana Jones*-type style. She's out there pitting her wits against everything."

Not only is the movie faithful to the lady so close to Smith's heart, but they've worked closely with Core on many decisions.

"They've showed us a lot of the preliminary drawings and set design," continues Smith. "We've talked about key elements of the script and there were some things in there that we weren't happy with and they've done everything they can to change it. The script has got some very ambitious points and some exciting bits which I think people will love."



the end



26-06-00, SCIENTISTS BREAK THE HUMAN DNA CODE...

...01-09-00, THEY'LL  
WISH THEY HADN'T



# Parasite Eve II™

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[PRE PLAY]

# Driver 2

Last year, *Driver* came out of nowhere to become 1999's hottest PlayStation game. Twelve months on, can Reflections make the sequel as essential as the original? **Dan Mayers** returns to the scene of the crime.

**Y**our bumper has just collapsed, the boot's caved in and the rear left wheel is bouncing off down the freeway. Your damage gauge is flashing red, blaring impending disintegration, and you've only got 33.89 seconds to meet your contact. What do you do? Panic? Never. Die? Of course not. Answer: You get out of the car.

Yes, we've said it before and we'll say it again, the key feature of *Driver 2* is the ability of Tanner to hop out of his motor at will. A flick of  $\uparrow$  and the  $\blacktriangle$  button and he's off, trotting down the street clad in his best Roger David suit. Brilliant, but the latest play of the game reveals the true implications of Tanner's new-found mobility.

Car about to fall apart? Simply slam on the anchors, hop out and start walking back along the freeway into the path of a new motor. Luckily the considerate motorists of *Driver 2*'s cities are prepared to avoid bowling you over and kindly stop a few feet in front. A tap on  $\blacktriangle$  and Tanner's back in the hot seat and ready to race away at top speed. Assuming you don't take command of a battered old jalopy, that is...

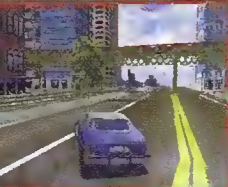
Of course, in the middle of the game, with coppers flying out left, right and centre, dumping your motor might prove a little too time-consuming, so those driving skills honed through playing the first game are going to come in exceptionally handy. For those newcomers still crunching the gears, it's advisable to take a ride around the cities in preparation for the missions ahead. Marvel at the features modelled from the locations themselves.

the map, hit  $\blacktriangle$  and it'll orientate itself to the direction you're facing, giving you a better idea of which way to turn.

*Driver* had a compelling and often complex plot and the sequel's no exception. Tanner finds himself deep undercover again, this time accompanied by his partner, Tobias Jones, in a double act that makes John Travolta and Samuel L. Jackson in *Pulp Fiction* look like Newman and Kramer. Accountant to the Mob, Pink Lenny has cut a deal with some Brazilian crime lords and started a war in the underworld. The balance of power has shifted towards the South Americans and Chicago's in grave danger of turning from the home of the blues into the city of samba. Tanner and Jones are charged with infiltrating the Mob and restoring peace to the city. Tough call. Pink Lenny goes on the lamb, leaving our intrepid duo with the job of stopping any shipments coming into the city via Havana. Cue trip to Cuba. After successfully completing that job, they're off to Las Vegas to pick up Lenny's trail. Trouble is, public enemy number one, Solomon Caine, is also after little Lenny and there's no option but for our heroes to hook up with the arch-villain and help him track the snitch down. Lenny escapes, but turns up again in Rio, so it's off to the land of sun, sea and football for our coppers. Will they find him? Or will the Mob get to him first? That's entirely up to your motorling skills...

The plot evolves through a series of cut-scenes, and while the cuts in *Driver* were good, the new ones are quite stunning. The opening sequence looks like some-

ROSS ● FIRST EVER PLAY ● POLICE LINE DON'T CROSS ●



Chicago's skyscraper-laden horizon, Las Vegas with its neon-soaked hotels, the Sugar Loaf mountain of Rio, and Havana with its big-finned Cadillacs and umm, cigars.

The first thing you'll notice racing around the city streets is areas where the road curves off into the distance, making the whole experience much more realistic. In Chicago, for example, there are long sections of wide freeway that are perfect for evading the cops, with exits that curve round and drop you back into the city streets. Havana sees you cruising along meandering tree-lined avenues that open up on to the beachfront promenade. It quickly becomes obvious that the new cities are even larger than in the first game, so it's going to take a while to get used to the back-alleys and shortcuts. Luckily, Reflections has cleverly tweaked the map to help you navigate. Once you're on

thing straight out of *Lock, Stock and Two Smoking Barrels*. Two suited and booted heavies burst into a bar wielding shotguns looking for Pink Lenny who's having a beer with one of the Brazilians. Needless to say, they wreck the joint and a man lies dead, blood washing across the floor, his hand still twitching. The effect is incredibly cinematic and, as you'd expect, *Driver 2* acknowledges its inspiration with a stream of references to famous movie car chases, doffing its cap to everything from *The French Connection* to *The Blues Brothers*.

*Driver 2* is shaping up to be very exciting. The fact that Tanner can get out of the car adds much more flexibility to the missions, and there's no doubt it feels right and looks great. All that remains is for Reflections to reveal the missions themselves...





The basis of the game is still the same as the original. You drive around, you undertake missions, you get to feel a little like you're in a film, you crash. A lot.



"The first thing you'll notice racing ... is areas where the road curves off into the distance..."



## PSM OPINION



Feels more realistic, the cities are massive, and there's a large spread of motors to drive.



Similar to the first, the handling needs a bit of work, and graphically it's glitchy.



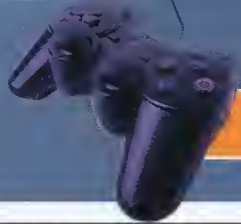
A true sequel in as much as it's basically the same game. Curved roads are nice and getting out of the car helps develop the missions. But *Driver* was such an addictive game, that's exactly what we all want. And we can't wait...

## WATCH OUT FOR...

### Those Miraculous Curved Roads!

Round the bend: it's not like they've invented the wheel – only a part of it – but *Driver 2*'s new curves certainly add to your driving pleasure. For all the realism of the first instalment, it could never reproduce the feeling of sprawling city streets that undermine the most exciting chase sequences from the world of cop films and TV shows. But now you'll be able to prolong your skids with handbrake turns around the prettiest kinks we've ever seen.





[PRE PLAY]

# Medal Of Honor: Underground

**Steve Owen** finds that sometimes it's hard being a woman. Particularly if she's a member of the French Resistance taking on the entire German army...

While running around fantastical locations shooting ephemeral beasts is the staple diet of the average gamer, there's nothing better than shooting Nazis. Developer Dreamworks tapped into the delights of fascist bashing last year with the wonderfully realised *Medal Of Honor*, a first-person shooter that considered history, nodded towards it politely, then quadrupled the number of units you could blast away while ten-tupling the number of bullets the average hero can absorb. *Medal Of Honor* was a glorious rewriting of the war, a jingoistic ode to the all-American hero. But it looked like real life nonetheless, and made a great alternative to shooting craggy aliens.

Predictably, and thankfully, we're about to get another healthy dose of Nazi massacring in the forthcoming *Medal Of Honor: Underground*. The addition of the fourth word hints at the main change in the game – you are no longer Jimmy Patterson, master spy and hard case, but Manon, a dress-wearing, chain-smoking member of the French Resistance. (Two bonus points if you recognised that Manon was Patterson's control in the original game. You should get out more.)

Now this isn't some attempt to usurp Lara Croft, but yet another nod to established history. While the French have a reputation for rolling over and getting their tummies tickled by the invading German forces, the truth is that the Resistance, and the more effective OSS (Office Of Strategic Services), played a

major part in breaking down Fortress Europe, and made a significant contribution to the eventual collapse of the Third Reich. Indeed, the developer of *Medal Of Honor* has even gone to the trouble of interviewing a number of female veterans of the Resistance. It's also refreshing to see that Dreamworks, one of Steven Spielberg's companies, is taking even more trouble to make the game historically accurate than it did for its supposedly factual dramas, *Schindler's List* and *Saving Private Ryan*.

Set over seven distinct missions, Manon's contribution to the war effort is also told throughout the game, from her humble beginnings helping out her sibling, to her recruitment by the OSS, and her part in the liberation of Paris some 24 levels later, each up to twice as big as the first game's maps. Each level is strictly objective-based, so certain criteria have to be met, certain encounters with Fritz alongside your medals.

vehicles destroyed, certain people found, and particular characters left alive in order to progress through the story. Assistance comes in the form of your improved arsenal of weapons. There are eight new ones in total, such as the impressive anti-tank grenade, the hard punching Big Joe, Sten guns, sniper rifles and the exceedingly satisfying Molotov Cocktail. The latter needs to be lobbed with some care, as you might expect. The feet of your victim should make a good target, otherwise you might find the bottle of booze caught and comin' back atcha.

The main reason for the larger guns is that you are now facing a rash of huge vehicles, including tanks, half-tracks and motorcycles. While the cocktail and grenade combo works well against these hulking metal beasts, the occasional fixed gun emplacement can be captured and utilised, cutting through swathes of the Master Race. Perhaps more subtle is the use of what programmers like to call interactive locations. For pure entertainment you can shoot through a candelabra's supporting cable, sending the centrepiece crashing on to the heads of those below.

Keeping with the historical spy theme, *Medal Of Honor: Underground* has the pleasure of being steeped in WWII memorabilia. Important story updates are related through atmospheric real-life video footage, while the front-end and mission briefings are conducted within your secret lair, hidden beneath a bakery. You even get to store mementos of your

encounters with Fritz alongside your medals.

Getting these medals isn't as easy as it was in the original game. The enemy has been in training over the last 12 months, and now has no shame in hiding behind pillars, boxes and walls when they see you, calling over allies and even shooting at you randomly from behind their cover. Soldiers roll and leap, tuck and lie down, and even find alternative routes to your location as part of a flanking manoeuvre. And a silent attack is always the best way to ensure that reinforcements aren't called.

Certainly, the variety of attacks is refreshing. With their overwhelming advantage, particularly when it comes to sheer numbers, you have to worry about whether the Third Reich really will gain control of Europe. That is, unless Steven Spielberg's brave American troops win the war single-handedly again.



Sabotaging communications equipment and other strategic targets forms the bedrock of the mission structure.





While these guys have the guts to face up to you, most of them prefer to fire at you from behind cover. Cowards...



## PSM OPINION



The addition of buddies is its greatest innovation, and the vehicles add to the tension.



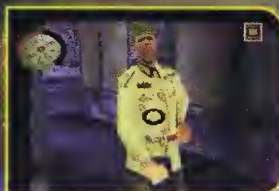
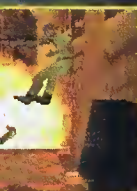
The lack of available ammo and health pick-ups suggests that disguise is the most appropriate action.



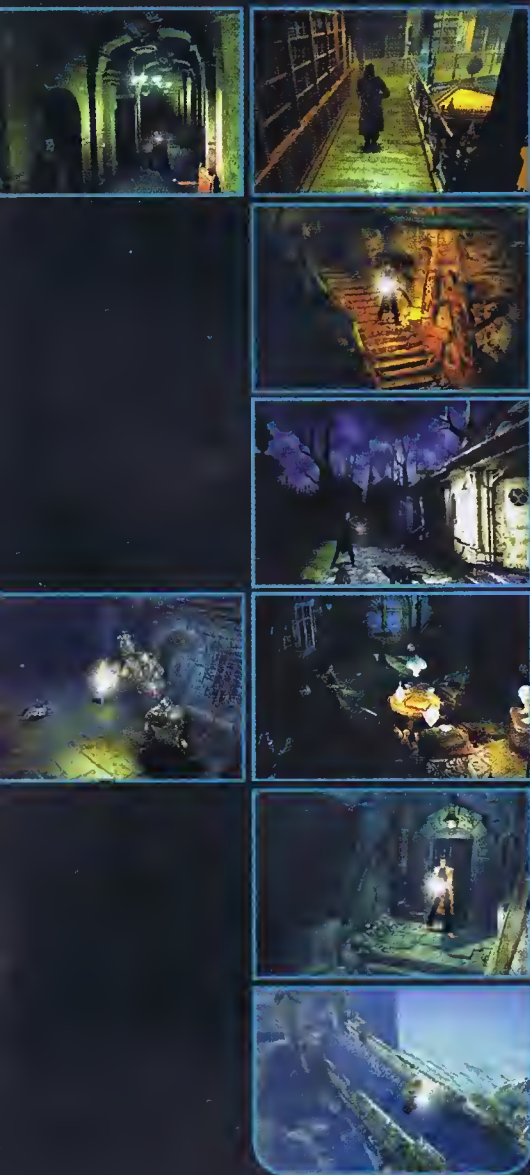
Dreamworks' motivation was to re-create the atmosphere and experience of the first game, whilst adding more variety. Overall, it has done just that.



"Soldiers roll and leap, tuck and lie down, and even find alternative routes..."







## PSM OPINION



It looks incredible. The creature AI is very definite and there are two separate quests.



It's moving in on *Resident Evil* territory... Some of the puzzles are too simple, and overall it's perhaps too dark.



*AITD4* has the potential to be the most stylish survival-horror entrant yet. At its heart, it is a very traditional arcade/adventure, but its breathtaking presentation and clever use of sound will ensure it is a very special game indeed.



*Alone In The Dark 4* plays on everyone's fears about the dark. The basic rule of thumb is that if you enter a dark area, you can expect a nasty surprise.

"*AITD4* builds tension and dollops on both shocks and clever gameplay ideas..."



# Alone In The Dark 4: The New Nightmare

Somewhere in a Paris backstreet a great evil is being developed. Lost in France, **Steve Merrett** treads carefully (and carries a big stick)...

A searching beam from a torch momentarily lights a dark hallway, ornately decorated with Victorian and bedecked with rows of dusty books. As the fleeting light moves around the room, a lone figure picks his way across the carpet looking for items of interest. Attracted by the moving beam, a misshapen creature skitters into view, setting upon the torch-wielding hero and leaving him with no chance of self-defence. With the camera panning out to indicate the hero's demise, it's already obvious that *Alone In The Dark 4* is the most ambitious development in the horror genre since *Resident Evil*'s zombies arrived to terrorise Raccoon City.

While at first glance *Alone In The Dark 4* appears a reanimated mish-mash of body parts from *Silent Hill* and *Resident Evil*, watching the game

puzzling, the majority of *AITD4* is spent looking for specially designed weapons that fire light beams capable of destroying inhuman denizens.

The originality and intelligence of the monsters further strengthens the slight twist on the seek-and-destroy theme that runs throughout the survival-horror genre. DarkWorks has worked on the principle that there are many kinds of fear – solitude, the dark and being followed are prime examples – and during the course of the game, each strand is thoroughly exploited. The ever-present gloominess is the most prominent example, while the differing behavioural habits of the beasts occasionally throws up a more vivid shock and is also used to add tactical elements. Some creatures, for example, are blind but have acute hearing and react to any noise you make. While others feel threatened by the



in action soon proves otherwise. Although only 60 per cent complete, Parisian developer DarkWorks has created a game that has the potential to set a new standard for the survival-horror genre. In terms of gameplay, it treads a familiar line with one of two heroes selected to search a mansion for weapons and objects needed to curtail the intentions of a dark menace. But there is a presence that sets *AITD4* apart from its horror kin – with the clever use of lighting being integral to its eerie atmosphere.


Living up to its title, *AITD4* presents a series of barely lit locations. Equipped with an unusual arsenal of weapons and a torch, the player is left to sweep the beam around each location in search of useful trinkets, slaverling foes or the occasional light switch. The effect is like an episode of *The X-Files*, with the dark rooms offering glimpses of horrors unseen and providing additional suspense. While this sounds like a recipe for disaster, the effect is very convincing, with the realistic lighting effects and incredibly detailed locations creating one of the most graphically accomplished games the PlayStation has ever seen.

The use of darkness is also central to the unfolding scenario and the game's combat sequences. Although still being debated, the game's current plot parachutes series' hero Edward Carnby and a new heroine, Aline, into the mansion and its 140 locations. The rest of the sketchy scenario is based on an invasion of dark forces that can only be repelled with light. Thus, in addition to the genre's customary object-related

light or are repelled by the beam. This adds layered options to the action, as opposed to forcing the player to stand and fight time and time again.

Events are further enlivened by the addition of separate, but connected, storylines for the two characters. Although there are no major advantages between choosing the male or female heroes, Edward is dropped at the main entrance to the building, while Aline lands on the roof. This throws up differing puzzles, builds a second action tier into the game, and also shows off a rather neat communications system between the two stars. Using the L2 button, players can contact their off-screen counterpart for advice, with different responses implemented for each stage of the game. So, while Edward may be happy to chat sometimes, at others Aline may call when he's up to his armpits in monsters and will be told to call back when he's a little less busy.

With an additional cast of eight characters thrown in to develop a plot that twists more than an Agatha Christie mystery, plus an inventive mix of music and sound effects, *AITD4* certainly has the potential to establish the long-running series as the pinnacle of videogame horror. While undoubtedly derivative in places, *AITD4* builds tension and dollops on both shocks and clever gameplay ideas as it progresses.

*AITD4* may not be a huge step forward but, with a clever plot, a classic battle between good and evil, and shock tactics galore, maybe it's time to be frightened of the dark again... 





[ Publisher: Ozisoft/Infogrames Developer: Apaloosa Release date: Out now Origin: UK Style: Kart racing Players: Two ]

# Wacky Races

Another kart racing game? Drat and double drat! **Jason Hill** hops into his Mean Machine and Chugabooms to the finish line, muttering all the way.

**A**nd now, here they are, the most daredevil group of daffy drivers who ever rolled their wheels in the *Wacky Races*. And away they go!

After generations of kids have enjoyed Dick Dastardly's scheming and Mutley's sniggering, a *Wacky Races* game is more than overdue. Unfortunately, the game isn't shaping up to be as much fun as the classic Hanna Barbera cartoon.

Infogrames obviously thinks *Wacky Races* is a valuable license, developing a game on almost every current gaming format. Both Dreamcast and Game Boy Color versions have already been released to rave reviews. But on the PlayStation, it looks like the developers have taken a few shortcuts.

The cast of wacky racers is not the entire crew from the cartoon, but includes Peter Perfect in the Turbo Terrific, the Army Surplus Special, the Slag Brothers in the Boulder Mobile, the Creepy Coupe, the Red Max in the Crimson Haybailer and that ever-pouncing pussycat, Penelope Pitstop. Of course, that double-dealing do-badder Dick Dastardly and Mutley also star in the game, but they are not selectable characters at the start.

Game modes are a little thin on the ground. There are single races, and practice, championship and battle modes. Unfortunately, there's no four-player mode, only two-player. *Crash Team Racing* and *Speed Freaks* showed that four-player kart racing with high quality graphics is indeed possible (and brilliant fun) on PlayStation. However, the lack of a four-player mode and the less-than-startling graphics seem to be more limitations of the developers or the development time rather than the limitations of the PlayStation, given the outstanding quality of *CTR* and *Speed Freaks*.

As usual for a comedy racer, there are power-up tokens to collect as you fang around the tracks, with each racer having their own specialties. The Creepy Coupe's resident dragon is handy for toasting opponents and taking to the skies, the Army Surplus Special packs a cannon, the Red Max a machine gun, the Turbo Terrific a big boot, and the Compact Pussycat a devastating powder puff.

The five worlds to race on include the typical snow, desert and city locales, but at least there are shortcuts and jumps aplenty. The graphics are in keeping with the flavour of the cartoon, albeit with a disappointing low-res appearance. The graphics just don't have the spit and polish of the cartoon, which is disappointing; the low detail of the racers restricts what should be one of the game's strengths – the strong characters and bizarre vehicles. Fortunately, the speech is great and gives the game personality, with the announcer from the cartoon offering plenty of sarcasm and loads of character samples to liven the action.

The speed of the game is also a mite pedestrian at this stage – a severe handicap for a game of this type and a failing that needs to be urgently addressed before it's released.

Unless a lot of work is done to polish the game, *Wacky Races* could be yet another great licence wasted. Curses! Foiled again! (Snigger...)

## PSM OPINION



It's *Wacky Races*! Great characters racing on a reasonably good selection of tracks, with power-ups-a-plenty.



Graphics are far from dazzling and the action is a little slow. No four-player option is inexcusable, and why aren't all the characters from the show present?



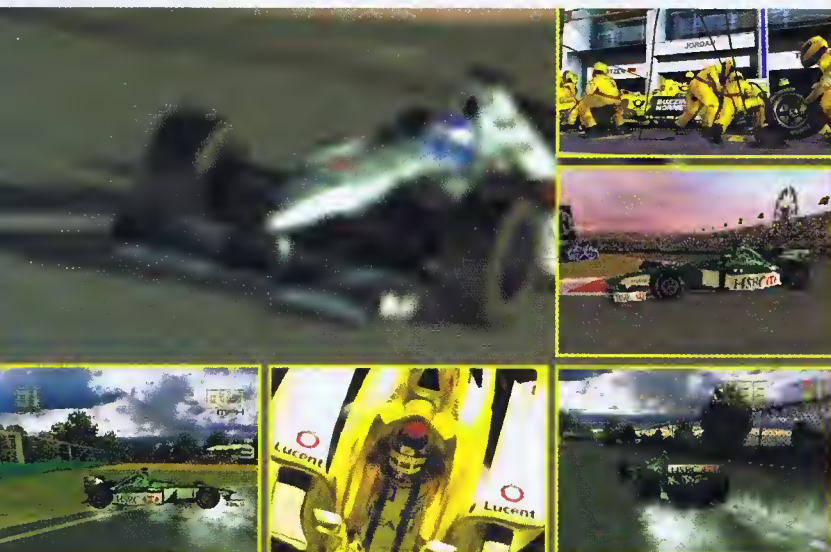
*Wacky Races* has some very tough competition at the starting grid from *Crash Team Racing* and *Speed Freaks*, and without a major tune-up looks like it will struggle to compete.



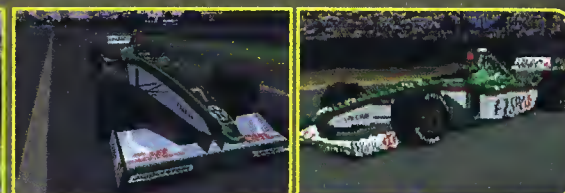
CREEPY COUPE YALCOO'S MEGALOTHER	
TOPSPEED	FAST
GRIP	GOOD
WEAPON	
MOBILITY	

With no four-player mode, Dick Dastardly and Mutley may struggle against the likes of *Crash* and those *Speed Freaks*...





"...even more detail than usual has gone into making each track look as lifelike as possible"



# Formula One 2000

The *Formula One* franchise is back on track and **Ewan Corness** believes 2000 could be the year it re-claims the F1 crown.

The *Formula One* series from Psygnosis has been one of the most successful franchises for the boys from the UK; in fact, it's probably second behind its mega-series, *Wipeout* (which might just be the most critically acclaimed franchise on the PlayStation). Even with a slight bump in the road during the evolution of the series, which was the disastrous *Formula One 98*, the *Formula One* series has bounced back and escaped with its name (and pride) still intact.

*Formula One 98* only went wrong in a few minor areas – you know, those little features that cynical gamers demand these days, such as improved graphics and tightened controls – but you could tell that there was a good game hiding under the unattractive shell. This was mainly due to the fact that Psygnosis handed control of *Formula One 98* to a new developer. Thankfully, with the ship being more than straightened up with *Formula One 99*, *Formula One 2000* is now ready to take the title of 'the number one F1 game on PlayStation'.

First things first. Everyone should breathe a massive sigh of relief, as the main factor that has ensured success for Psygnosis and the *Formula One* brand in the past is still on board in the year 2000. That's right, Murray Walker is back in the commentary booth, which ensures that at least the sound will be as authentic as it can possibly be. Much like John Madden (NFL), Richie Benaud (cricket) and Paul Vautin (NRL), Walker is The Voice in the F1 game, and as soon as you hear his trademark over-the-top commentary, you know that you're playing an authentic F1 game.

Another well known part of the *Formula One* franchise that gamers have come to take for granted in this series (and all sporting games in general) is the official license. All the real cars, tracks and drivers are included in *Formula One 2000*. The 17 Grand Prix circuits are all here, and it seems that even more detail than usual has gone into making each track look as lifelike as possible. The new Grand Prix events are all here too, such as the United States Grand Prix (Indianapolis). Also, engine suppliers BMW and Honda have returned, and Jaguar enters the competition for the first time.

There are also a few new gameplay features that have been added and refined for *Formula One 2000*. The main one is the return of a dedicated Arcade mode. In this mode the real-life physics and car damage rules are thrown out the window, and instead of realism, the emphasis is placed on pure speed and excitement. There are also some new simulation aspects added that will be greatly appreciated by F1 fans, such as the Green Flag and 107% Qualifying rule.

After extensive play of the *Formula One 2000* preview code, one thing is certain – this game is not going to be a repeat of the *Formula One 98* debate. In fact, if it's not crowned the King of F1 simulations, it will be very surprising indeed.

## PSM OPINION



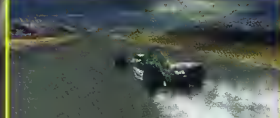
F1 down to the wheel nuts. It features a proper two-player option and lovely looks and handling.



The Arcade mode is under-wraps and the menu screens are finicky. Indianapolis is yawn-worthy.



Even at this early stage, Studio 33 appears to have captured some of the magic that made the original *Formula One* special.



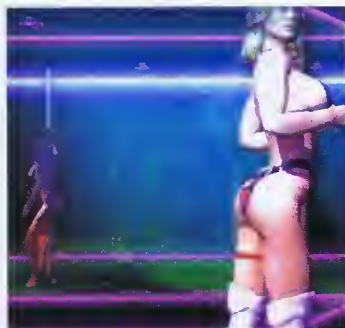
*Formula One 2000* has been designed to win back arcade fans, as well as please simulation addicts.





## DUKE NUKEM: LAND OF THE BABES

Publisher: Ozisoft/Infogrames | Developer: N Space | Release date: October | Origin: US | Style: Shoot 'em up | Players: Two



Relying heavily on its pedigree, expect very similar graphics and gameplay to its predecessors.

With Duke's many slippages, it's been such a long time since we previewed *Land Of The Babes* (formerly *Planet Of The Babes*) we thought we'd take another look.

The action takes place sometime in the future when an alien race has invaded Earth, wiping out men and enslaving women in order to breed a race of hybrids. Enter Duke Nukem, the ultimate macho meathead, who's cocksure gun-toting, wisecracking antics make him a bit of a role model down the trailer park. As Duke, you've got to get through 23 levels of huge piggy baddies, and the occasional gorilla, with weapons

ranging from throwing knives to grenade launchers in this third-person 3D action game. There are even underwater levels, although sadly the preview code crashed every time Duke's head went under.

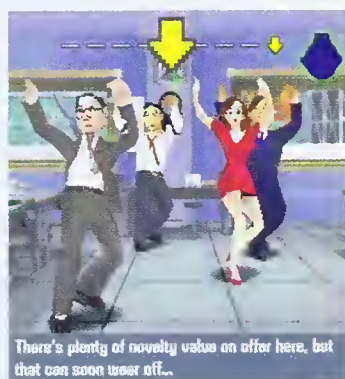
It is more of the same from the controversial series, with the combination of heavy weaponry, blood, semi-naked women and Duke's extensive repertoire of sexist comments. It's a formula that has worked well in the past, so faith has been placed in the existing game engine and graphics.

Sadly, the flaws in the gameplay and the control system need sorting out, and

fast if it is to get anywhere near the marks its forefathers received. Even the most basic of movements are glitchy. Furthermore, the iffy collision detection means you only have to graze an opponent's weapon with your bullets to damage them. Of course, the problem with ogling ladies on a console is that the graphics tend to make them look like beefy transvestites with inflated artificial breasts. *Duke Nukem* is no different, though fans of the genre will undoubtedly be happy to manipulate an inventory containing a jetpack and the now obligatory x-ray goggles. **LH**

## INCREDIBLE CRISIS

Publisher: Ozisoft | Developer: Titus/Polygon Magic | Release date: October | Origin: Japan | Style: Puzzler | Players: One



There's plenty of novelty value on offer here, but that can soon wear off...

*Incredible Crisis* is the latest novelty offering from Japan to test our tolerance for zany gaming. Although at heart a puzzler, it throws a lot of different game styles into the mix. You are put into the shoes of a typical Japanese family, whose lives are plagued by a series of incredible crises. The various crises are played out as mini-games, linked by some full-motion video footage of the family fortunes.

Take Taneo, for instance, the father of the family. Living his life, your day begins with a dancing lesson in the office (*Bust A Groove*-style). Everything seems to be

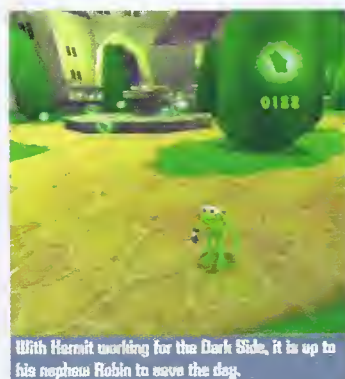
going swimmingly, but before you know it you're running away from a giant ball-bearing, getting trapped in a broken lift, being electrocuted by homicidal paramedics, getting thrown out of a moving car and thrust into the arms of an incredibly attractive woman. This last bit might not sound like a disaster, but it's certain to test your gaming abilities. The woman drags Taneo off to a ferris wheel for a massage. You must find her hot spots and massage as fervently as possible. You can't see what's happening, so the things she says guide you.

The mini-games, ranging from a top-down racer to a snowboarding sim – are simple, but ingenious. All the mini-games are stored in a video library, which can be accessed at any point, and there are some that you're likely to want to repeat. The main problem with our preview version was the lack of a two-player option, which means your friends can only watch the weirdness.

*Incredible Crisis* is unlikely to be a mould maker or breaker, but as puzzle games go, it's great to see something other than a *Tetris* or *Bust A Move* clone. **CC**

## MUPPET MONSTER ADVENTURE

Publisher: Sony | Developer: Traveller's Tales | Release date: October | Origin: UK | Style: 3D platformer | Players: One



With Kermit working for the Dark Side, it is up to his nephew Robin to save the day.

Cuteness. Love it or loathe it, it certainly sells videogames. Look at the likes of *Spyro* and *Rayman*. So when Kermit's nephew Robin hops and gribbets his way onto your screen in *Muppet Monster Adventure*, don't be surprised to hear yourself cooing. "Awww, he's so cute!" Maybe.

Sadly though, all is not well in the land of the Muppets. Kermit, Miss Piggy and the gang have been transformed into evil-doing versions of themselves, even The Frog himself has been changed into a bolt-necked Frankenstein's monster – with Miss Piggy as his bride, of course. Luckily for

children, and nostalgia lovers, Robin has taken it upon himself to rescue the furry funsters from their purgatory.

But aside from the cuteness overload, what strikes you when you first play is how smooth the game engine is. Robin leaps, swims, flies and tussles with all the grace of a swan (pretty good going for a pre-pubescent frog) and never once does the game seem to suffer from glitches or other ill effects. It's also pretty as a peach in the looks department, with plenty of eye-friendly colour, smooth polygons and funny characters.

Wisely, developer Traveller's Tales has added the kind of humorous touches that makes *The Muppet Show* appealing to more than just the little 'uns. Take the voices, for example. Surprise a wandering peacock, and he'll squawk in an absurdly human manner before flapping off in a tizz. The game's awash with lovely incidental touches, and they really do help enrich the environments you explore and the mini-games you inevitably come across.

We like it already. Whether you actually fall in love with it depends on what turns up in the final version. **AB**

## SURF RIDERS

Publisher: Ubi Soft | Developer: Ubi Soft | Release date: October | Origin: Europe | Style: Surfing sim | Players: One



Just like surfing in real life, 'virtual' surfing is very difficult to master. "Sherk!"

Replicating the dynamics of water would still have to be one of the most difficult jobs in game development. There has never been a shortage of gamers wanting a surfing game, but it's been the inability to get the game code around the nature of moving waves that has really held this genre back.

If anyone can remember *California Games*, then you may recall that surfing games don't necessarily need to be realistic to be fun. For any sort of longevity or to simulate the randomness of real surfing though, modern surfing games need that added element of wave motion.

*Surf Riders* attempts to introduce physics and realistic break points, but the gameplay still fails to thoroughly impress. Like surfing, the game is suitably hard to master and it follows the competition rules of the ASP (Association of Surfing Professionals) – it even has real-life boards and sponsors. You'll get to tube ride, paddle for increased speed and pull cutbacks, 360s and get air off the lip. It doesn't, however, give a sense of surfing's speed or the addictive excitement that most games these days are able to deliver.

*Surf Riders* is authentic in presentation

and even features Australia's own Manly Beach (amongst other famous international beaches). The game has a beach-to-the-surf view as you control your rider back to shore, and each beach has a different look and physics to adapt to.

Although *Surf Riders* lacks graphical detail, it'll be the best surfing experience you'll be able to muster up from your grey box. Hopefully the interface of the game will be cleaned up and a few changes made to the gameplay. But overall, surfers will lap it up and its learning curve will challenge most gamers. **RY**





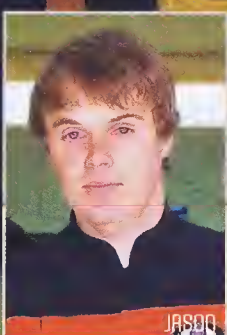
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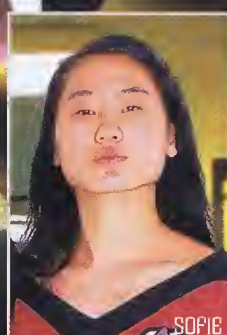
ANTHONY



JASON



ROB



SOPHIE

The PSM team are not huge fans of the Starship Enterprise (nothing could be worse). This may seem highly illogical, but it was better than donning Spider-Man costumes... *Invasion* is another Trekkie game, but not as we know it – it is good. Very good. While much of our time was spent engaged in this space combat, we also followed our duty to see what else is out there. Enjoy.

## PSM RATINGS

- |  |  |
|--|--|
| <b>10</b> For games that are near perfect. A must-buy.     | <b>5</b> The wrong side of average. We'd avoid it.       |
| <b>9</b> Highly recommended, this is a great game to play. | <b>4</b> Looking pretty dodgy. Major problems here.      |
| <b>8</b> Very good. Well worth considering as a title.     | <b>3</b> Very poor. Something has gone badly wrong.      |
| <b>7</b> Not bad, but minor flaws mean we have doubts.     | <b>2</b> Rubbish. An inept, short-lived game. Just crap. |
| <b>6</b> Fairly average. Not really worth purchasing.      | <b>1</b> Take CD from sleeve and use as coffee coaster.  |

## REVIEWED

Tony Hawk's Pro Skater 2	54	Parasite Eve II	71
TOCA World Touring Cars	56	Terracon	72
Alien Resurrection	58	Tony Hawk's Skateboarding Platinum	73
Rayman 2: The Great Escape	60	Tarzen Platinum	73
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Grind Session	70	Infestation	75





[PLAY TEST]



# Tony Hawk's Pro Skater 2

Fancy hitting the streets again? Beware, in Tony Hawk's second edition they hit back...

At first glance nothing much has changed. The mean streets, schools and skate parks are present in all their glory and abound with ramps, rails and obstacles. But then you notice the new *beil* (injury) animations. Instead of rolling on their backs with one leg in the air, Tony and his chums now go through a whole ballet of pain every time they dismount – it's a groin-clutching, forehead-smacking, shoulder-popping virtuoso performance accompanied by tell-tale spurts of blood.

Manage to stay on the board and you'll find that by pushing forward a ghostly spirit level appears as you balance on your front wheels – importantly these 'manuals' allow you to link tricks to build really huge combos. Not so much to take in, you'll be thinking. Start opening up new tracks, however, and niggling doubts will penetrate your veneer of cool. There are upper levels of each stage that seem just too high up to reach, ramps that somehow promise more air than they deliver. Could there actually be something

At this point most other games would stow their deck in their rucksack and head for the nearest trendy bar. But *Tony Hawk's 2* is just getting started. The levels are far bigger and more complex. Secret areas aren't merely rooms behind walls of glass or rooftops, in some cases (like New York) they are whole levels in themselves effectively doubling the size of the stage with a wealth of ramps, rails and walls, as well as hidden tapes and free money. Just when you think money rules Tony's world, up pops the first of the three competition stages – sun-kissed Marseille, where you have to compete in three heats and score consistently highly to nick the bronze, silver or gold medal (plus a cash bonus). While the prize money is welcome, it's the medal you need to open up the next level.

What happens, though, if you're blessed with friends of the boarding persuasion? Then there's the two-player mode, offering the chance to trade single tricks or compete in Graffiti mode where whole ramps, rails and walls can be tagged and only a better trick than your opponent will enable you to steal back a piece of scenery and a point. Okay, so some slow-down does occur when you're



"...you can make your own boarder, complete with trendy trainers and a regulation beanie"

wrong with *Tony Hawk's 2*? Is it in some way flawed? Oh no, the truth is out there, but it's much more sinister.

All that attention, all those royalties – it was only a matter of time before Tony sold out. *TH2*, you see, is all about money. Earn it through completing tasks, win it by competing in competitions or simply snatch it out of the air in the form of 20 and 50 dollar bills and it can be traded in for fresh decks, improved abilities and new tracks. It's the abilities side of things that's perhaps most shocking. Even the Hawkster isn't perfect and if you want to beat every course with him you'll have to spend money improving his landing, airborne and grinding skills. Alternatively, pick an all-rounder from the old skool like Steve 'Cab' Caballero who can handle both vertical challenges (bowls and half-pipes) and street obstacles (rails, ledges and vehicles) and you can attempt to amass cash to open up the levels as quickly as possible. Then there are the tricks. The truth is you could play *TH2* with the default roster of stunts for each boarder and never really get bored, so it comes as something of a surprise to discover that there are even gnarlier and more impressive tricks to buy. Better than an Air Madonna? Believe it. Harder than a monster Edge Grind? Oh yes. This is how *TH2*, almost incredibly, manages to introduce strategy into what is, essentially, an out-and-out action game.

attempting particularly outlandish tricks, but amazingly, many of the secret areas and extras from the single player mode are still in here despite the fact that there are two of you bombing about.

If you prefer creation to competition then Tony has got this covered too. If Hawk and Caballero aren't good enough for you, you can make your own boarder, complete with trendy trainers and a regulation beanie. Pick their tricks and then earn money to improve their abilities until your Mr Nobody is the best in the business. Then there's the tremendous Park Editor mode, letting you build from scratch the skate arena of your dreams. Place a bowl where you like, construct a set of rails with just-jumpable gaps packed with sharp stakes and surround it with near vertical ramps. It not only gives you complete control but allows you to test out your unfinished creation at any stage – those rails a bit too far apart? Hop back and reposition them. Ramps don't give you enough air? Opt for larger ones.

The one criticism you could level at *Tony Hawk's 2* is that beginners will find it extremely tough and even veterans are likely to get frustrated from time to time. It's just as well that this is one of the most addictive titles ever created otherwise only masochists would return to receive the kind of punishment *Tony Hawk's 2* dishes out.

Pete Wilton



P.V.I.



<b>Publisher:</b>	Activision
<b>Developer:</b>	Neversoft
<b>Release date:</b>	Out now
<b>Origin:</b>	US
<b>Style:</b>	Skateboarding sim
<b>Price:</b>	\$79.95 (NZ\$99.95)

#### WHY NOT TRY...

<i>Tony Hawk's Skateboarding</i>	9/10 PSM 27
<i>Grind Session</i>	8/10 PSM 38
<i>Street Skater 2</i>	8/10 PSM 35

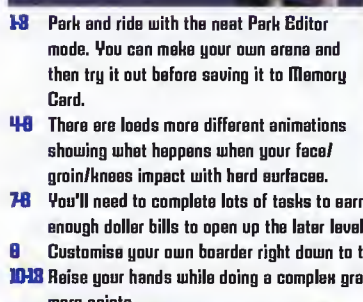
#### VERDICT

9

GRAPHICS	9 Amazing animation and well-crafted interactive levels.
GAMEPLAY	10 An amazing variety of stunts – and tactics – to learn.
LIFESPAN	9 Some might say frustrating, but we reckon challenging.

Not so much a game as a way of losing entire weekends trying to master the trickster's art. If the difficulty curve was spot on it would be worth a 10, but it's still a game that everyone should own.









[PLAY TEST]



[onTHECD]



# TOCA World Touring Cars

Sick of racing your touring cars around dull old English tracks? Much prefer a spin around Bathurst or Surfers Paradise? Codemasters has read your mind...



F.Y.I.



<b>Publisher:</b>	Ozisoft
<b>Developer:</b>	Codemasters
<b>Release date:</b>	Out now
<b>Origin:</b>	UK
<b>Style:</b>	Driving
<b>Price:</b>	\$79.95 (NZ\$99.95)

#### WHY NOT TRY...

Gran Turismo 2	10/10 PSM 31
TOCA 2	9/10 PSM 17
Le Mans 24 Hours	7/10 PSM 30

Credit where credit's due. English developer Codemasters can certainly pump out masterful code and have an almost unfailing ability to craft that code into a ridiculously playable game. Codies has made several of the best games to grace the PlayStation over the last five years, with *Colin McRae Rally 2.0* merely the latest in a long string of hits.

The two earlier *TOCA* games have racked up sales of over 2.5 million worldwide, a great result given that, in real life, touring cars do not pull in the crowds like other forms of racing (Formula One, for example), and that only British courses were represented in the games. Luckily, Codies sprinkled its gameplay magic over the visually appealing action and the rough-and-tumble nature of touring car racing soon earned the *TOCA* games a large and dedicated fan base.

Existing *TOCA* fans are going to be stoked at the additions in *TOCA World Touring Cars*, and it is also the game in the series most likely to attract fresh newcomers, as it features far more variety in cars and courses, which now range over many countries, including Australia. At last it is possible to settle that long-running Ford versus Holden argument in the comfort of your own lounge room by challenging your mates to a couple of laps around the

legendary Bathurst circuit. The inclusion of Bathurst (as well as Adelaide and the Gold Coast) makes *TOCA WTC* an almost essential purchase for any self-respecting Aussie rev-head.

Other famous international tracks (23 in total) are also well represented, including Germany's Hockenheim and Nurburgring, Italy's Monza, Japan's Suzuka and Sugo, Spain's Catalunya, and America's Watkins Glen and Laguna Seca. There's also a killer Vancouver street circuit. Various weather conditions and times of day can be chosen for the races, including stormy conditions complete with lightning strikes.

The variety in locales is much needed after the obscure English courses in the first two *TOCA* titles and there's also a far wider range of cars, with makes from right around the world. Australians have got their beloved Holdens and Falcons to hoon around in, but there are also BMWs, Audis, Alfa Romeos, Fiats, Volvos, Toyotas, Peugeots, Mercuries and Cadillacs (amongst others). Some cars, such as the Lotus 340R and Bentley Hunaudieres, will need to be unlocked by success in the championships, but there are over 40 real cars modelled in the game, all with authentic livery and dashboard layout.





- 1 The glowing lights of the skyscrapers make the tight, city circuits very atmospheric.
- 2 Making the most of stuffing up a corner.
- 3 What your car looks like with a bumper bar... and what it looks like without.
- 4 Pace yourself against the ghost car of your best lap.
- 5 A glorified destruction derby.
- 6 You'll need to change your undies after a lap on the driver's-eye view.
- 7 The spectacular wheel-to-wheel action means replays are a must-watch.

The game has many different modes of play, but the Career mode ties everything together. You start off having to pass a test to get a job with a national team, and then by winning national races you gain access to international championships and finally the world championship. Winning championships and accumulating championship points unlocks extra tracks and bonus cars. Also, meeting certain targets set by your team (for example, get three first places) reveals secret codes for even more fun.

The actual racing action itself is *TOCA*'s usual mix of arcade and real-world handling (which still probably won't please the purists in either camp), although Codemasters claims that *World Touring Cars*' unique 'momentum prediction engine' provides "the best car

good time for a pit stop...

All the damage you want to see is here, and it really does add extra thrills to the racing experience.

After all, touring car racing is sometimes a bit like a destruction derby, with cars assaulting you on all sides, especially on tight corners and chicanes. Far more fun than that wussy Formula One stuff where a sideswipe basically means game over. Your car can take a fair bit of damage before it becomes undriveable, but pit stops (which are nicely implemented) are crucial if you want to last the distance on long races.

The solo player has to cope with 11 computer-controlled opponents

## "A new dynamic damage system emulates real-life impact physics and crumple zones"

handling yet seen on any PlayStation game". A big claim, and perhaps a bit too big, although there certainly is a lot of intense white-knuckle driving action to be had here.

A major enhancement to the *TOCA* racing excitement is the inclusion of a new dynamic damage system which emulates real-life impact physics and crumple zones. Each polygon that forms part of the car graphic can be deformed independently, so if a car hits you side-on at 25 degrees, a 25-degree impact mark will be on your car. Windscreens smash, bumpers come loose and trail behind you in a shower of sparks, bonnets fly off, black smoke and eventually fire belches from wounded engines – a signal that it's probably a

that have realistically human AI; some are aggressive looking to give you a hard side-swipe, while others will spin out on tough corners just like you do. While two players can go head to head, you can also be kept company by six computer-controlled cars. If you're multitapped, four players can join in the fun. Like all racing games, multiplayer is where the game will last the distance and *TOCA WTC* is one you'll come back to month after month – even if it's just to challenge your mates for the title of 'Lounge Room King of the Mountain'!

There's not much to detract from the fun – *World Touring Cars* is the best game in the *TOCA* series. The Codies have done it again!

Stuart Clarke



### VERDICT

9

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 9 Very slick. Exciting car damage and well modelled tracks.
- 9 An excellent mix of driving, crashing and career progression.
- 9 Lots to unlock. Racing around Bathurst will never get boring.

The best in the *TOCA* series by a long margin. *World Touring Cars* provides non-stop racing thrills with a good mix of simulation and arcade fun. And you get to race Bathurst!





# Alien Resurrection

Bugs and thugs. Can a bad movie make a good game? Especially when it's the fourth instalment of a series? Of course it can...

The film to game porting rule stated it the moment it comes over the horizon, ported and made. Ripley's story is a testament to the power of the franchise. It's a story that's been told many times over, but the story itself is the most compelling. It's a story that's been told many times over, but the story itself is the most compelling. It's a story that's been told many times over, but the story itself is the most compelling.

All hail Argonaut for a game which, despite being based on the average fourth film in the franchise, manages to bond the tooled-up thrill of James Cameron's sequel with the dimly lit menace of the original. The development team claims to have been inspired by first-person PC shooter *Half-Life*, but *Alien Resurrection* has more in common with the Capcom method – creeping claustrophobia punctuated by sudden outbreaks of messy violence. With limited ammo. There's an urgent intro screen which demands you play it in the dark, and to back it up there's a carefully designed option to adjust your TV brightness to achieve maximum spook effect.

locks or tedious logic problems. The effect of never bringing the player outside the overall task makes the ship feel less like a place where you're playing a game and more like a real space.

And this ain't no frag-fest. Argonaut has cranked up the nervous tension by keeping the firepower precious. Ammo reloads don't just pop up in the middle of rooms – you have to hunt behind crates, in dark corners, down ominous dead-ends. Alien attacks are almost always surprising, quick and, best of all, intelligent. You might hear a nearby hiss, a thud against a wall, an urgent bleep on the motion-scanner. Adult aliens leap from wall to wall, attack in mass ambushes, zig-zag and charge from behind. Face-huggers are even worse, plopping out of their eggs and scuttling randomly towards you.

Although there are only two types of alien in the game, variety is cranked up by the shock effect and the cinematic feel to the attacks. On a later level, Ripley has to crawl through a mazy vent system with, of course, strobe lighting. The motion-scanner kicks in and confirms two presences – one in front and one behind. They are, indeed, coming out of the Goddamn walls.

Now for the butts. Control is very PC-oriented – to get the most


"Alien attacks are almost always surprising, quick and, best of all, intelligent..."

The action is confined to the *Doom*-y, metallic corridors of the USS Auriga, where venal military types have cloned our dead heroine, extracted her little bundle of flesh-ripping joy, and used its DNA to breed a menagerie of big, bad xenomorphs. For weapons research, you understand. A crew of mercenary bad asses arrive with a fresh batch of human cadavers/alien incubators. Ripley comes to her senses and realises she's not 100 per cent human. The alien specimens escape, and, with the ship on a course for Earth, cue chaos...

Missions are phased to loosely follow the movie storyline, with events dictating character switches: first, you're Ripley, breaking out of her cell and mostly avoiding the monsters to make contact with the mercenaries; then you're android Call, on a perilous mission to re-route power and open further access; later, you're one of the more hardcore alien arse-kickers on a straight confrontational mission to kill and, ideally, not be killed. Apart from a couple of panic-stricken underwater levels, the environment rarely changes. It's corridor after corridor, up ladders, down ladders, wriggling through flickering vent shafts, negotiating scalding steam-bursts and frizzling power-surges. Puzzles are standard level-pulls and switch-throws – there are no jarring, *Resident Evil*-style combination

intuitive feel you're going to need an analog joystick. The graphical brush-strokes are pretty broad and once you get up close, the look transforms from murky and effective to pixelated and ugly. Given the voice talent available via the Fox connection, it's a shame there isn't more interaction with other characters, which is limited to subtitle-only cut-scenes. Roughest of all, although ammo availability is generally well-matched to the situations, the game is hard. Very hard. Even on Easy it's hard. You're basically back to the save point problem – there are only two or three each level – and the levels can be huge.

Still, the clunky aspects are mostly obscured by attention to detail and classy production values. The voice of the game – ship's computer Mother – is provided by original actor Steven Gilborn, and it's rich with genuine cinematic authority; freshly blasted aliens launch into an unpleasant variety of thrashing death-throes, leaving behind splats of steaming acid-blood; more subtly, the player movement is perfect – walking and wriggling, as opposed to the usual detached glide.

Niggles aside, PlayStation owners can now bask in the smugness that, despite all previous efforts on other formats (including the PC), they have access to the undisputed, definitive *Alien* game. 

Andy Lowe

## P.Y.I.



<b>Publisher:</b>	EA
<b>Developer:</b>	Fox Interactive
<b>Release date:</b>	Out now
<b>Origin:</b>	UK
<b>Style:</b>	Action
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 PSM 32
<i>Syphon Filter 2</i>	9/10 PSM 33
<i>Medal Of Honor</i>	9/10 PSM 28

## VERDICT

8

GRAPHICS  
GAMEPLAY  
LIFESPAN

8 Backdrops are good, if a bit blocky. Ace lighting and aliens.  
7 No intricate puzzling – all atmosphere. A bit samey then.  
8 Difficult with few save points. It'll last, with perseverance.

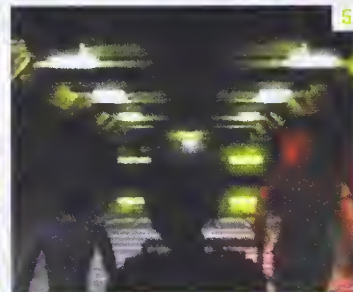
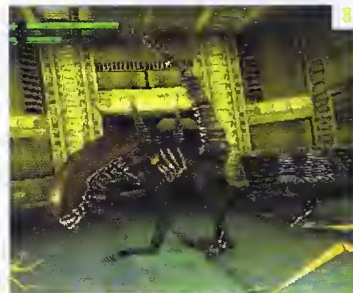
Easily the most effective attempt at translating *Alien* the movie into a game. Not enough adventuring for puzzle-heads and not enough blasting for frag-freaks, but the overall package is class.





analog

1

number  
of players

12 Panic over... Until you realize you're running low on ammunition.

13 If you follow Argonaut's advice and play in the dark, you'll be a nervous wreck.

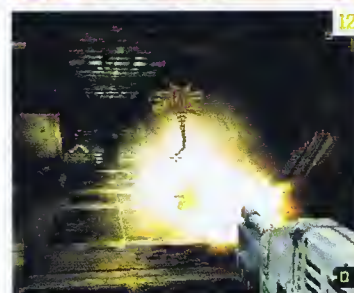
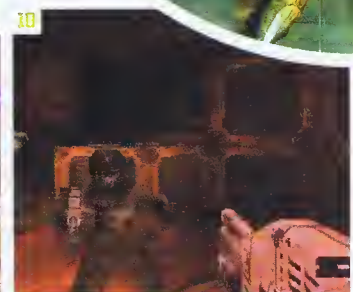
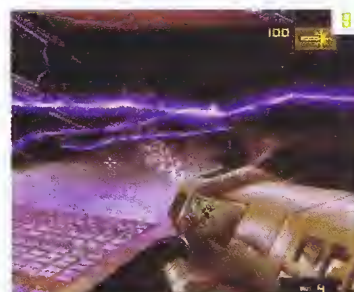
7 Underwater sections are even more terrifying.

8 If you get to see an alien this close, chances are it'll be the last thing you see...

9-10 There are six firearms to choose from.

11 The aliens don't recoil from the sight of flames, but they crip up nicely.

12-13 Shoot unhatched eggs on sight as face-huggers are much harder to hit.







[PLAY TEST]



# Rayman 2: The Great Escape

Join the limbless wonder on a madcap lum hunt in this enormously enjoyable romp crafted with real intelligence and verve.

[ON THE CD]



F.Y.I.



<b>Publisher:</b>	Ubi Soft
<b>Developer:</b>	Ubi Soft
<b>Release date:</b>	Out now
<b>Origin:</b>	Europe
<b>Style:</b>	3D platformer
<b>Price:</b>	\$79.95 (NZ\$89.95)

## WHY NOT TRY...

<i>Spyro 2: Gateway To Glimmer</i>	9/10 PSM 28
<i>Crash Bandicoot 3: Warped</i>	9/10 PSM 32
<i>Ape Escape</i>	9/10 PSM 24

The original *Rayman* was a perfectly serviceable if slightly underwhelming side-scrolling platformer, but this 3D follow-up is in a different league. Relentlessly paced and full of variety, *Rayman 2: The Great Escape* cleverly mixes tried and tested run 'n' jump gameplay sensibility. It's clearly in debt to generic forefathers – Nintendo's *Mario 64* in particular – but takes only the best elements from both 2D and 3D platformers of the past to build its flights of fancy upon rock-solid foundations. The end result is a game that is easy to pick up and play, but imaginative enough to maintain a constant thrill-barrel of twists and surprises.

Rayman himself may not be the world's most charismatic videogame character, with his weird floppy hair, slightly creepy lack of limbs and nose bigger than his head, but he's smoothly

"The bosses are smart and varied, and the game is executed with class and polish"

animated and responds superbly to control. He's called upon to perform a vast array of moves during the course of the game, but there are never more than two buttons to worry about, and everything always remains superbly intuitive.

To begin with, our hero can shoot bouncing energy balls, clamber around vinework, swing hand-to-hand beneath netting, swim, jump and spin his fringe like helicopter rotor blades to slow his falls. He soon acquires additional skills, such as the ability to shoot out a rope and, excellently, swing around on it crying, "Woooah!". And he discovers even more talents at certain points in the game, including waterskiing behind a speeding sea snake or riding Rodeo Rockets like a cowboy.

And why would you want to do all these things? Robot pirates have enslaved the planet and, err...? You don't need to hear any more than that, do you? Only Rayman can save the day. Zap the monsters. Collect the goodies. End of story, surely.

Except! Wait! It turns out that the Heart of the World has exploded into 800 lums!

Now that may sound like nonsense, but it actually has a terrific impact on *Rayman 2*'s gameplay. The 800 lums – blobs of glowing yellow light – are scattered throughout the 20-odd worlds of the game, and, at key points, you'll need to have collected a certain number before you're allowed to proceed. Thing is, they're not all that easy to get at. So you might well find yourself having to go back and re-play earlier levels, re-entering them from the central save-game hub. And any self-respecting player will naturally want to keep their lum tallies at maximum, resulting in further lifespan-lengthening backtracking to locate those few elusive lums. It's a system nicked straight

off *Mario 64*, of course, but none the worse for it.

And there are many, many similarly applause-worthy aspects of *Rayman 2*. All the lum hunting is conducted in nicely rendered 3D, with a well-implemented moveable camera viewpoint that only occasionally runs into difficulties. At all times, your goals are perfectly clear, with perfectly-judged puzzley bits that have you stumped for exactly the right amount of time before you suddenly realise that the answer has been staring you in the face the whole time. The bosses are smart and varied, the race levels a laugh, and the game at all times is executed with class and polish.

The sound is a bit ordinary, and some of the characterisations slightly sappy, but over a good-sized adventure, *Rayman 2* consistently manages to deliver colourful action-packed fun. And you can't ask for much more than that.

Jon Smith



## VERDICT

8

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 8 Colourful, clear and full of character.
- 9 Highly playable, packed with variety and very well structured.
- 8 Not too hard, but those few lums will elude you

A slick, smart and well thought-out cartoon adventure with plenty of tricks up its sleeve. Not exactly hardcore, but full of classy touches and consistently enjoyable.





12 Our versatile little friend can scale all sorts of obstacles.

25 The best method of getting across chasms is to fire off a laser whip and wing right across.

27 The textures are quite delightful.

49 Navigating rivers of fire proves easy thanks to the asbestos lined plums.

101 Rayman features a central hub to which he returns after the levels. Time to go and pick up those loose items.

121 From dark, dank passageways to brightly lit open areas, Pirate Razorbeard's galleon offers a world of mystery.



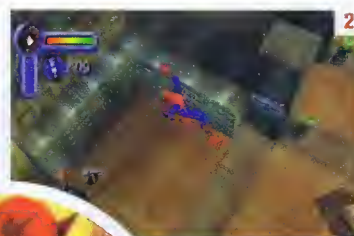




[PLAY TEST]



[ON THE CD]



# Spider-Man

Spidey's new adventures will make you climb the walls. But in a good way. This is an adventure game first and foremost, and a damn good one at that.

"Welcome true believers and newcomers alike!" The nasal New York tones of *Spider-Man*'s legendary creator, Stan Lee, introduces us to the new adventures of half-man half-arachnoid, Peter Parker. "Get ready for a true superhero thriller," he intones, "full of non-stop web-slinging and wall-crawling action." And the octogenarian author of more Marvel heroes than you'll ever remember isn't wrong. Action? Adventure? Oh yes.

Although there have been a number of superhero titles in the short history of videogames, none of them have really managed to get across the sheer pleasure of larking about with super-human powers. So Neversoft, the company behind *Tony Hawk's Skateboarding*, figured it would have a bash. Stripping down the engine of Tony's plank-grabbing simulator, the developer built a fully three-dimensional New York cityscape through which the webbed wonder can swing, spin and sneak while tracking down the bad guys and generally upholding truth, justice and the American way. Or something like that.

Our hero finds himself at the centre of a dastardly plot in which he's framed for a crime he didn't commit. Someone masquerading as Spider-Man has filched one of (the supposedly reformed) Dr Otto Octavius' latest technological innovations and the real Spidey finds himself a wanted man.

The game opens with our hero attempting to foil a bank heist, but in doing so he leaves himself open to the wrath of the cops who give chase across the skyscraper tops, blasting missiles and bullets, and doing their utmost to knock Spidey down the metaphorical plughole. A puzzled Parker has a run-in with archenemy, Venom, and eventually figures out that the mastermind behind the plot is none other than Otto Octavius' evil alter ego, Dr Octopus.

As Spidey swings through the adventure he's increasingly attacked by pink and slimy acid-gobbling symbiotes, springing from generators in the basement of the *Daily Bugle*. Following the trail of slime, Spidey discovers a huge underwater generator that Doc Ock's created, sending out his army of symbiotes on a mission to turn the good citizens of New York into blubbery mutants under his control. Events don't quite turn out as planned, though;

symbiotes can't be controlled and Octopus soon finds himself up to his eyeballs in alien blobs.

Along the way you'll spot cameo appearances from the world of Marvel heroes. There's Human Torch from the *Fantastic Four*, Daredevil, Black Cat, Rhino, Mysterio, The Lizard and Scorpion among others. Throughout it's obvious that Neversoft, in conjunction with Marvel, has tried exceptionally hard to make sure all the details are spot-on. Comic book fans take their superheroes seriously and any detail out of line would be instantly spotted. But that's not to say the game's solely aimed at Marvel fans. Sure the references are there, if you fancy a spot of chin-stroking smugness.

What makes *Spider-Man* such a joy to play is simply mucking around with your hero's super powers. Spidey can leap from scraper to scraper, swinging on his web strings and arcing gracefully through the sky in an animation that's extremely close to the cartoon series. Which is where all that attention to comic book detail pays off. Leap from a roof, hit R2 and Spidey string shoots from his hand, allowing you to swing across in a classic Spider-Man pose. Hit the wall on the other side and he drops into that little frog shape ready to make his way up to the next roof. Should you run into an enemy goon, then coat him with webbing, fire off a web ball to knock him out, or just beat him to a pulp with your hands and feet. Ouch. Sound a touch nasty for a superhero? Yes, but Marvel has laid down the stipulation that Spider-Man should never actually kill anyone. So any enemies you batter are merely knocked unconscious, fading out of play. Even if you accidentally-on-purpose knock a chap off a rooftop, he won't plummet to a grisly end, but will fall on to a previously unseen ledge below, grunting just so you know he's still alive. It might sound a bit daft, but those are the rules when you're dealing with a hero of considerable moral fibre and when you don't want your game to have an age restriction...

Spider-Man's most renowned talent is his ability to climb up walls and it's here you'll find fun crawling across the ceiling, peering down at the thugs below, before dropping down and knocking them out with one swift Spidey blow. From a top-down view the ceiling becomes glass, allowing you to see whatever's

P.Y.I.



<b>Publisher:</b>	Activision
<b>Developer:</b>	Neversoft
<b>Release date:</b>	Out now
<b>Origin:</b>	US
<b>Style:</b>	Adventure
<b>Price:</b>	\$69.95 (NZ\$99.95)

#### WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 PSM 32
<i>Syphon Filter 2</i>	9/10 PSM 33
<i>Die Hard Trilogy 2</i>	7/10 PSM 33





- 18 The adventure begins with a bank heist and ends with a showdown in a mutant gene bank.
- 4 All the bosses you come across have a specific strategy you can use to beat them.
- 58 The webbed wonder finds himself in a bit of a tangle...
- 7 Battling post laser shooting towers is a cinch thanks to the concrete path you can cross...
- 8 Black Cat has been expecting you...
- 8 Our hero's sticky limbs allow him to perform a world of inverted movements. A flip here and he's up to his neck in raw sewage.

beneath you, as well as the myriad of pipes and ducts above, which Spidey can crawl through on his various rescue missions.

Fortunately, it's not full of complicated button combos. The controls for our hero are about as simple as they could be. Pick up the pad, run around, and within seconds you'll be swinging and spinning around the screen. Dead simple and hugely satisfying.

So it looks great, it sounds great and it plays better than any other adventure game you'd care to think of. Any problems, then? Well aside from the fact that the plot's a bit of a tangle because the gameplay doesn't quite explain the story outlined in the cut-scenes, the main criticism is that *Spider-Man* is just too short. Thought *Metal Gear*'s 12-hour stretch was a bit skimpy? Spidey's clocking in at around half that. Of course, Neversoft is well aware of the problem and has made an effort to add levels of replayability to the game. For starters, there are four different levels of play: Kid, Easy, Normal and Hard. So what, you say? Hard's probably got a few more bad guys and a few less power-ups. Well, yes, that's true, but the level structure also changes in each mode. One level features Spidey swinging after Venom through sewage-sodden tunnels. Play it on Kid mode and the maze is only a couple of paths. But play it on Hard and the maze is a complicated nest of twists and turns.

Finishing the game once also opens up a number of new goodies. Second time around you'll find a load of new comedy voice-overs and plenty of daft things happening, like Black Cat go-go dancing in a cage or the Silver Surfer dropping in for a nice chat. You'll also begin to open up the wonderful world of Spidey's wardrobe. Each new costume you collect gives you certain special powers like invulnerability or unlimited web juice and, again for the true Spidey fan, they're all based on actual costumes that appeared in the comic books. Witness the Ben Reilly costume, Spidey's Symbiote suit, and the familiar

battered leather jacket and blue jeans of Peter Parker.

The best bonus of all is the comic book collection. Hidden throughout the game are 32 comic book covers from classic *Spider-Man* issues. There's *The Amazing Spider-Man 1* in which our sticky-palmed pal tries to join the Fantastic Four. Try and find *The Amazing Spider-Man 400* in which Aunt May finally pops her clogs, or the first appearance of the Green Goblin in issue 14.

The pace of the game is also a problem. The opening level features Spidey swinging to the rescue of a terrorised bank manager. After a short swing session you break into the bank and start sneaking across the ceiling, taking out startled henchmen unawares. And it's brilliant. Yes, it's a training level designed to teach basic Spidey skills, but it's also an enthralling blend of action and adventure. Yet sadly, this is one of the few occasions that stealth is used effectively in the game. The other levels have a distinctly arcade feel. Chasing after people, smacking them about and all kinds of other breath-shortening activities. Sure, it's good fun, but since the adventure is over so quickly it would have been better if you were given a bit of breathing space to hang about and do whatever a spider can.

All the same, *Spider-Man* really is a monumental achievement by Neversoft. Creating *Spider-Man* from the ashes of *Tony Hawk's* and faithfully animating the comic book hero is one thing, but successfully combining that with an addictive adventure that grips you until the very last cut-scene is where the developer has truly excelled.

Dan Mayers



## VERDICT

9

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 9 Stunning animation and atmospheric environments.
- 9 Thrills, spills and a world of wide webs.
- 8 Great replayability, but the actual adventure should be longer.

The first truly successful superhero game. You actually feel like Spidey swinging around uncovering layers and levels of deceit, with a wry quip round every corner from our flippant friend.



dual  
shock

analog

memory  
card

multitap

number  
of players

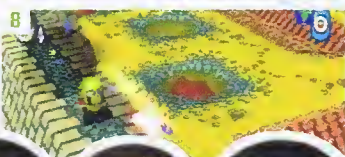
12 If you can handle the constant swearing, you'll find a lot to smile about.

3 Collecting crates forms the tactical crux of the gameplay.

4 Every mission requires you to play in a slightly different way.

56 Once crates are built into bigger units you can make new men or a range of beastly weapons.

78 Don't be fooled by the cutesy graphics - the game can be devilishly hard.



# Team Buddies

Who ever would have thought that a bunch of foul-mouthed gun-toting Tic-Tacs could be so much fun?

You can almost picture the *Team Buddies* pitch at Psygnosis HQ as the developer tried to sell their concept to the guys in suits: "Okay, so you've got these Buddies, right? And they're like these totally mental jellybean geezers with guns and rocket launchers and whatnot, right? And they basically get together and kick a few heads." While there's a little more to it than that in practice, it is simplicity, along with a gleefully daft British sense of humour, that makes *Team Buddies* work so well.

Essentially taking the real-time strategy genre, stripping it down to its fundamental elements and giving it a cute cartoonish makeover, *Team Buddies* takes the arcade route to instant charm and playability. The basic control system and isometric viewpoint of the RTS are retained, as are multiplayer skirmishes and a greatly simplified form of resource management. Warring factions are reduced to teams of up to four Buddies and crates that have mysteriously started falling from the sky are their resource. When combined on a stacking pad in one of six basic configurations, these crates will yield anything from a new buddy to a rocket launcher or a tasty flame tank. Now it's up to you to get your buddies tooled up and restore peace to Buddie World.

Don't be fooled by the familiar combination of cartoony visuals and humour, though - this is no kid's game. In fact, *Team Buddies* breaks new ground for videogames in its unabashed use of expletives. While parents and the faint-hearted should be forewarned, the trash talk and overwrought accents provide loads of character and humour.

With a bunch of multiplayer modes and a comprehensive single player campaign, *Team Buddies* offers considerable depth and challenge despite its lightweight appearance. The 32 single player levels are divided into eight worlds, themed according to a well-established gaming pattern: grass, desert, ice, lava and so on. Each world offers new weapons and vehicles, as well as a new Buddie type with unique abilities, and power-ups and bonus vehicles can be gained by blowing up trees and triggering switches. The deliberately minimal scale of the levels gives proceedings a frantic edge, often heightened by unmerciful time limits.

The variety of battle and mission scenarios display no shortage of ingenuity, as you embark on such bizarre excursions as escorting camels to an oasis and rescuing aliens from a volcanic moon, along with more familiar incursions of the 'exterminate with extreme prejudice' variety.

A few problems exist, most notably an annoying AI imbalance that gives your Buddies a little too much autonomy and remarkably little combat sense, frequently forcing you to play babysitter. Minor beefs aside, however, *Team Buddies* delivers so much in terms of humour and fresh gameplay that it will certainly demand some of your time, most likely rudely and at gunpoint.

Anthony Holden



P.V.I.



Publisher:	Sony
Developer:	Psygnosis
Release date:	Out now
Origin:	UK
Style:	Arcade battle 'em up
Price:	\$69.95 (NZ\$79.95)

## WHY NOT TRY...

Hogs Of War	8/10 PSM 36
Syndicate Wars	8/10 PSM 5
Command & Conquer	8/10 PSM 2

## VERDICT

8

GRAPHICS  
GAMEPLAY  
LIFESPAN

7 Like the game, simplicity is their strength, and conceals a great deal of finesse.

8 The variety of toys and missions ensures sustained playability.

7 The multiplayer mode could have been developed more, but there's still plenty to do.

Recognisable yet highly idiosyncratic gameplay and characters to burn. Unless the potty mouth offends you, that is.





12 Like *Resi*, the characters are 3D models made of polygons.  
 24 Also like *Resi*, *Koudelka* uses the splitting-up-locations-into-rooms trick.  
 5 Sadly, *Resi*'s rotating control method hasn't been implemented, so getting from A to B is often awkward.  
 8 Unlike *Resi*, the battles are tedious and dull.

# Koudelka

A dark and scary RPG set in an abandoned Welsh convent with a spunky female lead character. Sounds like the business – best we take a closer look.

What have we here? *Koudelka* has appeared out of nowhere and while the developer, Sacnoth, is hardly a household name, members of the original *Final Fantasy* creative were apparently on-board the team to help craft this Gothic role-playing game. And it is an RPG, even though it tries to look like *Resident Evil*.

While the cinematics and environments look great, the control is painfully awkward and the combat, while it tries hard to innovate, ends up being clumsy and monotonous. A big shame, considering the plot shows hope for some dark and scary adult-oriented entertainment. Unfortunately, the execution of it also leaves a lot to be desired.

The game takes place in the supposedly abandoned Nemeton Convent in late 19th Century Wales. Koudelka lasant, the central character, is a smart-mouthed psychic who has come to the monastery in response to the call of a strong spirit. She quickly meets two other adventurers, Edward Plunkett (an egotistical yet romantic loner from a wealthy family) and Father James O'Flaherty, an Irish priest who is at the Convent to retrieve a stolen item.

Cinematics interrupt the action at seemingly random moments to fill in more of the characters' backgrounds and motivations, but while the voice acting is bearable, the characters are badly written and uninvolved. Often, it's just plain awful – for example, Plunkett and O'Flaherty argue about poetry but bond over Shakespeare. Luckily, you can skip these scenes easily.

That, however, leaves you with the rest of the game, which is also uninvolved and ruined both by poor control and constant random battles. An infuriating swirl transports you to a battle arena that is unrecognisable from your present location, as there's no scenery, just a grid with enemies and your characters.

While the enemies are inventive (tables and chairs, mutants, severed hands), they're not visually impressive. You move around the grid (important as you can use long, medium or short range weaponry), select a weapon or spell, attack and then await the counterattack. Your real tactical options are limited though, as most enemies can attack *through* another character, and it soon becomes fairly monotonous, as when your characters gain a few levels the endless random encounters become very one-sided combat-by-numbers.

You'll gain various treasures after defeating the nasties though, as well as bonus points that can be allocated to characters' attributes (such as Strength, Vitality, Intelligence, Luck and so on) when they gain a new level. There is some RPG depth in building up the characters, with many different weapons and armour types.

But perseverance will be required to stick the distance, and it is long – very long – as the game spreads over four CDs. *Koudelka* aimed to bring horror to the RPG genre and does it – for all the wrong reasons.

Stuart Clarke

## P.Y.I.



<b>Publisher:</b>	Ozisoft/Infogrames
<b>Developer:</b>	Sacnoth
<b>Release date:</b>	Out now
<b>Origin:</b>	Japan
<b>Style:</b>	RPG
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Final Fantasy VIII</i>	10/10 PSM 28
<i>Vagrant Story</i>	9/10 PSM 36
<i>Legend of Legaia</i>	8/10 PSM 35

## VERDICT

5

**GRAPHICS**  
**GAMEPLAY**  
**LIFESPAN**

- 6 Nice cinematics, but dull battle locations and dark environments.
- 5 Awkward exploration coupled with clumsy, endless random combat
- 5 There are four CDs – if you can put up with the monotony.

A brave but ultimately unsuccessful attempt to put horror into a role-playing game. Awkward, painful and not much fun at all.





# Chase The Express

It looks like *Resident Evil*, plays like *Resident Evil* and even sounds like *Resident Evil*...

**C**hase *The Express* is a predictable terrorist-inspired action-adventure that has you filling the boots of Steven 'Beefcake' Segal as you boot a bunch of terrorists off a nuclear missile-equipped train. It kicks off with the obligatory full-motion video snippet to help set the scene, introduces a few of the main characters and generates a sense of drama.

*Chase The Express* has a lot in common with *Syphon Filter* and, even more significantly, *Resident Evil*. In keeping with the *Resident Evil* style there is a lot of combat, object hunting and you can even combine items. The aiming system is also very similar, although the cursor actually changes colour depending on how close on target (and thus how accurate) you are when shooting. This is a welcome innovation, although *Syphon Filter*'s aiming system is still probably the most sophisticated and impressive.

*Chase The Express* is set on a speeding train, chock-full of nuclear warheads, terrorists and a major diplomat plus his family. There are certainly some ingredients for high-powered weapon play, and in this regard it doesn't disappoint. However, the decision to set the game on a train is perhaps a questionable one, as the action does feel at times claustrophobic, with you wandering up and down what is essentially a giant metal tube on wheels.

In the game you play Lt Jack Morton, a soldier who has managed to survive the terrorist takeover, and you must do-a-Die-Hard and overcome your foes one by one. Apart from the numerous terrorists you encounter, the game also sees you going head to head with five boss types, each armed with increasingly powerful hardware. There is a boss armed with a crossbow, then a flamethrower dude, and your final fight sees you taking on a helicopter.

Special moves include diving rolls, crouches and the ability to spin 180 degrees to face an enemy closing in on you from behind. It all feels very similar to *Resident Evil Nemesis*. However, movement in *Chase The Express* is perhaps a little less fluid than *Nemesis*. The trigger system, which lets you open doors and use menu items, is sometimes annoying. The game also suffers from regular loading screens that are almost as long and annoying as those damn steps in *Nemesis*.

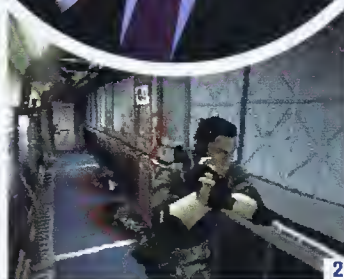
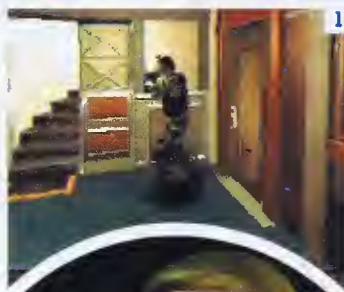
On the positive side of the equation *Chase The Express* lets you use a free-roaming view by pressing a button and this view can be great in helping you better scour a section of the train for a missing clue vital to your quest. You can also save your game in the lavatory, which is pretty funny the first few times.

*Chase The Express* apparently has a number of different paths and endings (again like *Nemesis*), and there are lots of objects you must find. To a degree, you have the flexibility to solve some of the puzzles.

The claustrophobic atmosphere of the train is convincing and the script does feature quite a few direction changes, as some of the characters you come across betray you. The music is generally pretty good, even if the techno action soundtrack at times is a little grating.

If you enjoy involving adventure games that also have a fair amount of combat, *Chase The Express* is likely to satisfy you. You may find it easy, as it can be completed in as little as 10 hours if you take the shortest path. However, should you do this you will not be rewarded with the most desirable outcome, and the happier endings require you to persevere, find lots of hidden items and perform well when fighting the terrorists.

Steve Polak



- 1 Punish your enemies with short range gunshots in confined areas of the train.
- 2 You'll find yourself trudging back and forth for inventory items through all too many carriages.
- 3 Take to the carriage-tops in a bid to escape fastidious ticket inspectors...
- 4 ...and gun-toting terrorists in a trans-European trip with a difference.

## P.S.I.



Publisher:	Sony
Developer:	Sugar and Rockets
Release date:	Out now
Origin:	Japan
Style:	3D adventure
Price:	\$69.95 (NZ\$79.95)

## WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 PSM 32
<i>Syphon Filter 2</i>	9/10 PSM 33
<i>Resident Evil 3 Nemesis</i>	9/10 PSM 30



## VERDICT

# 7

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 7 The backgrounds are better than *Resident Evil*, the animation is not.
- 7 The controls aren't as smooth as they could be, but they are workable.
- 6 It's possible to finish in 10 hours, but not half as rewarding.

If you're not thorough, the game is easy to finish – but you won't get the best ending. Not a bad effort from a developer with a silly name.





# Sno Cross Championship Racing

Snowcross! It's like motocross... But with snow. And bigger hills. For such a badly spelt game, it's surprisingly well made.

**T**he promise is simple: take a couple of skis, bolt on a caterpillar track and race-tuned 500cc engine and find someone unhinged enough to ride said contraption at breakneck speed across hard-packed snow and ice. Brilliant!

And like most motorsports, it's a great subject matter for a videogame. *Sno Cross Championship Racing* has that swish combination of tangible speed and smooth handling that you look for but so rarely find in racing games, and this is one of its greatest strengths. The feel of the machines is intuitive and familiar. It's the kind of game you can just pick up and play, without the need for stacks of practice or lengthy tutorials.

Given its snow-based nature, the whole thing's a bit like a rally game – you're constantly dancing on that delicate line between grip and slip. Fortunately, the tracks are wide enough to give you a bit of leeway with your sideways movement, so it's quite forgiving in this respect. Dropping the anchors doesn't make you skid too badly either, which is a surprise, given the nature of the beast. You'd expect the backend to flip out wildly with a bit of overzealous braking.

It all adds up to a good playable package, and one that leaves

you with the feeling that you really are in control, despite the almost constant slippage. It's no easy ride, though. Quite the opposite, in fact – it's actually very difficult to progress through the different cups. You have to ride a nigh-on perfect line to beat the other competitors, and there's no option to hike the difficulty level down. The courses tend to be pretty bumpy, so there's plenty of airborne fun to be had. Pressing the 'trick' button while using the directional pad pulls off stunts, which gain you extra points. Landing safely is an art in itself, though. If you hit the ground at a queer angle, you'll come a-cropper and lose places as the other riders, who are never very far behind, plough straight past you.

It's sad to have to criticise a game for being too hard, but *Sno Cross* leaves very little margin for error and isn't as fun as it could have been. Take the upgrade options offered after each race – you don't quite get enough cash from a race to cover anything more than repairs or a minor upgrade, and then you're back into the racing again, which is never easy. At it stands, *Sno Cross* is a good game, but misses being a great one by a whisker.

**Al Bickham**

## P.Y.I.



<b>Publisher:</b>	Sony
<b>Developer:</b>	Crave
<b>Release date:</b>	Out now
<b>Origin:</b>	Europe
<b>Style:</b>	Racing
<b>Price:</b>	\$69.95 (NZ\$89.95)

## WHY NOT TRY...

<i>Sled Storm</i>	8/10 PSM 28
<i>Wipeout 3 Special Edition</i>	8/10 PSM 38
<i>Hydro Thunder</i>	7/10 PSM 35

## VERDICT

8

**GRAPHICS**  
**GAMEPLAY**  
**LIFESPAN**

- 8** Sharp and defined and the tracks look superb.
- 8** Feels great, but a bit on the tricky side.
- 7** You'll tire of it before you finish it.

A slick, fun and well-presented racer that knocks along at a fair old pace, but suffers a little for its difficulty. Well worth a look, but needs a little more perseverance than the best in the genre.





[ON THE CD]



# X-Men: Mutant Academy

Has Activision managed to harness the gaming X-factor?

When you think of X-Men, you think of Wolverine, Storm, and the rest of the team. But what if you could be a mutant? That's the idea behind *Mutant Academy*, a fighting game that lets you play as one of the X-Men. The game is set in the X-Men universe, and you can choose from a variety of characters, each with their own special powers. The game is a 2D fighting game, but it has a 3D feel. The graphics are good, and the sound effects are nice. The game is a bit tricky, but it's a lot of fun.

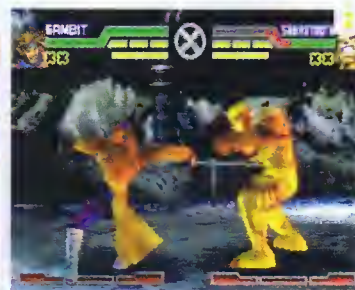
Developer Paradox has endeavoured to give the beat 'em up a 3D feel, despite a 2D format, and a couple of decent moves use camera effects to that end. Sadly, the game suffers from old-fashioned and typically 2D problems. For example, should you corner an opponent you are free to pummel them, since they can't employ a lateral roll to escape, leaving them virtually defenceless. The collision detection is dated, too. While your character accurately makes contact when fighting himself, there is no adjustment for other opponents and you often end up snapping their head back with blows that land a foot from the target.

In combat generally, your range of attack is limited and the advanced special power moves that are so difficult to pull off are used expertly by many opponents. All too often you'll be picked off at arm's length and working inside will prove too costly. This trickiness is compounded by computer opponents landing a string of unblockable blows so damaging it is difficult to get back into contention.

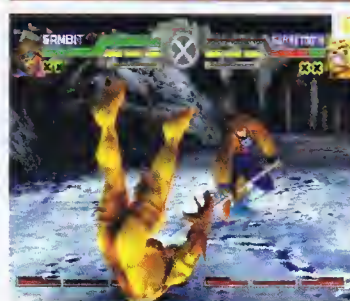
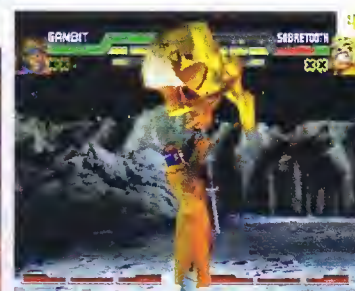
You can activate special powers by landing hits then pressing **X** repeatedly, causing you to kick pathetically and interfering with your attacks. The game is punctuated by such shoddiness. Hit punch repeatedly and you limply flick out the same jab, rather than completing even a basic combination, unlike, say, *Tekken III*.

In short, the characters in *Mutant Academy* feel less like superheroes and more like cardboard cutouts. Add a bland two-player mode and the fact that the better characters are initially locked, and you've got a game with promise that fails to deliver immediate playability, let alone replay value. While other games use extended Story and Challenge modes, this title relies on an Academy mode for longevity. Unfortunately, the tutelage is woefully slow and there is too much emphasis on simple actions such as performing a jab. Again.

All in all, it's too difficult and deeply frustrating. The looks say *Bloody Roar*, the gameplay says 'bloody naff'.  
Lee Hall



- 1 You can train at the academy to improve your moves and hone your special powers before real combat.
- 2 He's been licked! Toad takes the heat from Magneto.
- 3 *Mutant Academy's* special moves are true to the comic books and offer an outrageous number of hits.
- 4 Hardcore beat 'em up fans will get a kick out of mastering the tough skill level.



## P.V.I.



**Publisher:** Activision  
**Developer:** Paradox Development  
**Release date:** Out now  
**Origin:** US  
**Style:** Mutant beat 'em up  
**Price:** \$69.95 (NZ\$99.95)

## WHY NOT TRY...

*Tekken III* 10/10 PSM 26  
*Bloody Roar 2* 8/10 PSM 22  
*Street Fighter EX Plus Alpha* 8/10 PSM 27

## VERDICT

5

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 7 Bright, bold and beautiful, with a 3D feel.
- 4 Tricky in a few-moves-and-naff-controls way.
- 5 Only as bountiful as your patience.

There are many good things to say about *Mutant Academy*, as it tries to do things a little differently. Sadly, the prohibitive trickiness and lack of depth mean it never gets past promising.





- 1 It's easy to stay orientated with all the 'landmarks'.  
 2 The ship captain will pop up during a mission to assess you.  
 3 You don't make the decisions, Starfleet does. You blow stuff up!  
 4 Familiar features like the interface of the Starfleet computers add some authenticity.  
 5 Fly close to a friendly ship and you'll be protected by their shield.

# Star Trek: Invasion

Leave the logic at home, our pointy-eared sons and daughters. It's your place to blow stuff up. Today we go to war!



Thankfully *Star Trek: Invasion* boasts the best of both worlds: the mythology and fantastic ship design of the new *Trek*, and the trigger-happy, shoot-first-ask-questions-later attitude of the old. After all, as a mere pipsqueak in the Starfleet pecking order, it's not up to you to make big decisions – that's left to the chrome-domes at Starfleet Command.

And blow stuff up you do, in the very grandest of styles. As young ensign Cooper, you've been assigned to pilot a Valkyrie, one of Starfleet's smaller, nippier craft. It's essentially a short-range fighter, but it can be fitted out to carry larger payloads when the need arises. For the most part, you'll fly missions out of The Typhoon, as it zips around the quadrant to various galactic trouble spots.

Each ship, from the tiniest one-man fighter to the largest interplanetary cruiser, is beautifully detailed. Weapons fire colours the game to a spectacular degree, and no matter what happens on-screen, the game whips along at a ripping frame-rate.

But stupendous visuals aside, it's also corking good fun to play. Only the training mission gave us a hard time due to some dodgy collision detection during the usual flying-through-hoops test, but after this it's plain sailing. When you've finished the tutorial, you're thrust into the depths of space to earn your stripes. The early missions are pretty basic. You'll dice with the Romulans, escort some heiferous transport ships and generally get to grips with the way combat works. The Valkyrie class of starship was originally conceived as a counter-measure to Borg technology, and it's hit the shelves not a

moment too soon: the rubber-face cyborgs have shown up again. Can you guess where they're headed? Yep. Earth.

That's the crux of the plot – the Borg are on the warpath and Starfleet is bricking it. But there's more. An ancient, mysterious insectoid race called the Kam'Jahtae shows up as well and starts making a nuisance of itself. After a few initial skirmishes with Kam'Jahtae fighters you'll be fighting a fully-fledged war against the little buggers and its ships can be downright cheeky.

Controlling a Valkyrie in combat isn't a doodle – it takes a little while before everything falls into place. You can do pretty much anything in terms of control – if there's a ship coming head-on, spewing laser-fire your way, you can strafe around and attack it from behind. If you're at the centre of crossfire, you can initiate a burst of warp-speed and get the hell out of there – in reverse. It's all down to the comprehensive nature of the controls.

But it's the details that'll win you over in the end. Like the way Borg ships modulate their shields to render your weapons ineffective, forcing you to change weapon mid-dogfight. Or the smashing billowy effect when you're inside the skirts of a larger ship's energy shields. Or the way that stricken ships spin off uncontrollably before blowing into their component atoms.

*Star Trek: Invasion* is a fabulous 3D space shooter with unsurpassed graphics, a great plot and superb attention to detail. **Al Bickham**

## F.Y.I.



<b>Publisher:</b>	Activision
<b>Developer:</b>	Warthog
<b>Release date:</b>	Out now
<b>Origin:</b>	US
<b>Style:</b>	Space combat
<b>Price:</b>	\$79.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Colony Wars: Red Sun</i>	9/10 PSM 3
<i>Race Combat 3: Electrosphere</i>	8/10 PSM 3
<i>G-Police: Weapons Of Justice</i>	8/10 PSM 2B

## VERDICT

9

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 10 Absolutely gorgeous. Our eyes are in love.  
 9 The hyperactive but well-groomed child of *Colony Wars*.  
 8 Oodles of missions and a two-player mode will keep you blasting

What's happening? *Star Trek* games shouldn't be this much fun. *Invasion* is the definitive PlayStation 3D space shooter and probably the best *Trek* license ever.





# Grind Session

You could be tricked into thinking this is the sequel to *Tony Hawk's Skateboarding* and not its namesake playtested just a few pages ago...

**G** *Grind Session* is so similar to *Tony Hawk's Skateboarding* that you could be forgiven for thinking that the two games come from the same developer. Thankfully though, *Grind Session* does have just enough differences and improvements over *THS* to make it a very worthwhile game in its own right.

Those of you that have played *THS* before (which should be just about everyone) will be able to get into *Grind Session* straight away. It plays more like a semi-sequel to *THS*, with some new levels to skate around in and slightly different objectives, but with crisper graphics and a few little tweaks to make it stand out.

There are six different skateboarders to choose from – Willie Santos, Daewon Song, Cara-Beth Burnside, Ed Templeton, John Cardiel and Pigpen. Each skater is rated by two categories – street skill and vertical skill.

Again, much like *THS* you start with only one unlocked course and you need to perform certain tasks in each successive course to unlock more levels. Most of the courses are set up like *THS* – half-pipes everywhere, plenty of rails, rooftops to sky off, glass to smash, ramps to throw yourself off... Basically if you can grind it or launch off it, it's in *Grind Session*.

The Burnside course that was in *THS* is also in *Grind Session*, but the reproduction of the famous skate park is a little more true to life here. You can now get up to the top of the largest wall and there is a small, three-part fence for you to grind off. You can also jump the fence and start skating around in the parking lot if you want, which is a nice change from being stopped by invisible walls in mid-air.

Each level is quite large, with plenty of hidden areas to explore. Achieving varying levels of 'respect' in each course unlocks levels. You earn respect by performing certain combos, getting a massive score on the level or by completing the tasks that are specific to that level – anything from breaking boom boxes to scaring pigeons.

The main difference *Grind Session* has over *THS* is the 'Skaters Eye'. By holding down **L2** the game pauses and you go into a pseudo first-person mode, and the areas to achieve the best combos are highlighted. The areas are colour-coded, and by performing these combos you are rewarded with additional time to clear the level. Combos vary from the very simple to the extremely complex and are by far the hardest part about earning respect. However, they are also the most rewarding.

Graphically, *Grind Session* has plenty of eye candy to keep you entertained. The skaters, in particular, look great and are extremely well animated. While they may not differ much in performance, you'll never get two of the skaters mixed up. Pigpen is especially impressive, with his low hanging pants and wicked assortment of tattoos. Each environment also looks good, but not as good as the characters. Everything is brighter and more vibrant than you'd expect, especially PlayStation Park in London. It looks like a skate park that was created by The Wiggles. Also, there are some nice graphical touches that you wouldn't expect like your character glowing (think "He's on fire!" in *NBA Jam*) when a particularly impressive move is performed.

Thankfully *Grind Session* features some of the best artists from the worlds of hip-hop and thrash (the two genres of choice for skaters, or so it seems). Artists like KRS-One, Jurassic 5, GZA, Dr. Octagon and NoFX help set the mood of the game superbly.

Overall, it has taken the best bits of *Tony Hawk's Skateboarding* and presented it in a slightly tweaked package that works on all levels. It's not quite as good as either of the *Tony Hawk* offerings, but skateboarding fans should check it out nonetheless.

Ewan Corness

**1** Nothing wrong with a little bump 'n' grind...

**28** Watch your noggin as you travel fast around hard, paved areas.

**45** Despite following *Tony* so closely, it never quite captures that *Hawk* magic...

**67** ...but it smoulders away with some good ideas and enjoyable stages.

**P.S.I.**

**Publisher:** Sony

**Developer:** Shaba

**Release date:** Out now

**Origin:** US

**Style:** Skateboarding

**Price:** \$69.95 (NZ\$79.95)

**WHY NOT TRY...**

*Tony Hawk's Pro Skater 2* 9/10 PSM 98

*Tony Hawk's Skateboarding* 9/10 PSM 98

*Thrasher: Skate And Destroy* 8/10 PSM 91

## VERDICT

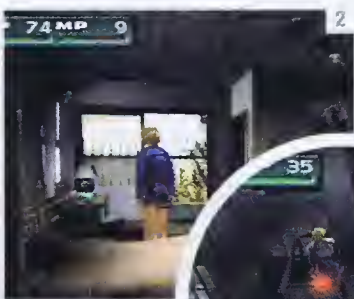
8

**GRAPHICS**  
**GAMEPLAY**  
**LIFESPAN**

- 8** The characters look particularly impressive.
- 8** If you can do it in *Tony Hawk*, you can do it here.
- 9** Plenty to unlock and nice open 'boarding environments.

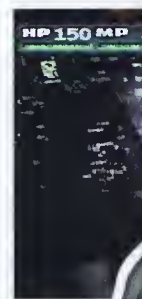
Yeah, it's taken some inspiration from *Tony Hawk's Skateboarding*, but if you're going to steal ideas, steal them from the best. *Tony Hawk* is still the champ, but *Grind Session* is not far behind.





12 A little twinkle serves to distinguish the location of save points, collectable items and other hotspots from the pre-rendered backgrounds.

35 The reflection effects are lovely but the cut-scenes are terribly stilted and wooden.



# Parasite Eve II



*Parasite Eve*? *Resident Fantasy*? Square's been splicing all your favourites, but the crossbred gameplay results in more than the expected gut-wrenching fear-fest.

Playing a professional monster-hunter in modern-day America has its charms, no question. But it would be more exciting to feel trapped and outnumbered on occasion. *Parasite Eve II* is a stylish take on the cinematic adventure, and surprisingly the gameplay results in a sturdy cerebral challenge.

While its predecessor (never released here) was a movie-based RPG, *Eve II* borrows more heavily from *Resident Evil*, right down to the plot which has Agent Aya Brea chasing down shambling mutants in deserted locations. Besides the gory FMV, one of the reasons for its MA15 rating is that the creatures you face are the most hideously ugly freaks, with just enough humanity

coming across a shotgun just when the level designers knew you would need it most.

Another secret of *Res*'s success is that Capcom worked hard to remove the usual clutter from the screen. Left with nothing but a spooky camera angle, some inadequate firepower and a blind corner, it's easy to identify with the lonely, feeble protagonist's predicament – even to the point where you jump when they're surprised. Well, *Eve II* puts all that furniture back, filling your view with HP/MP meters, ammo counters, motion sensors and other empowering devices. As soon as a monster appears you're given a battle warning, a target pops up and the stats start to roll in.

"Absent is the thrill of coming across a shotgun just when you need it most..."

to make them really disturbing. But if *Eve II*'s technical prowess, neat mapping system and arsenal of weapons all look tasty enough, there are still some uncooked vestiges of role-play that foul up the soup.

Take the shopping aspect, where the Bounty Points you earn from killing mutants can be spent on equipment. Resource management can make for good gameplay, but look at what you lose in atmosphere. Absent is the urgency of trying to ration your ammo until the next save point, or the thrill of

In being reminded that you're in control of a combat sequence, you're distanced from any involvement with the horror on screen. Cast a spell – sorry, 'use your parasite energies' – and you can even pause the whole battle for a good look at your enemies.

By rights, *Parasite Eve II* should be more exciting than your average RPG. But by injecting itself with the survival-horror serum, it promises a game it can't deliver. This is what happens when you mess with nature.

Zy Nicholson

## P.V.I.



Publisher:	Sony
Developer:	Square
Release date:	Out now
Origin:	Japan
Style:	3D combat/adventure
Price:	\$89.95 (NZ\$99.95)

## WHY NOT TRY...

<i>Resident Evil 3 Nemesis</i>	9/10 PSM 30
<i>Silent Hill</i>	8/10 PSM 24
<i>Nightmare Creatures II</i>	7/10 PSM 37

## VERDICT

7

GRAPHICS  
GAMEPLAY  
LIFESPAN

8 Great effects and rendering, but some claggy cut-scene animation.  
6 Not quite scary, and not quite strategic either.  
4 Only the super-tough replay secrets stop this being super-short.

Like the tagline states 'survival-horror – the RPG edition', the curious hybrid of gameplay makes it interesting, but it also prevents *Parasite Eve II* from being a total success.





# Terracon

Play a big-headed alien in this high-energy blast-a-thon. But don't think you can just leap about and collect sparkles – people could die.

The Greys belong to a civilisation older than our own and look a lot like the little fellows in *Man In Black*. But they messed up. The great robot they built to alter the atmosphere of uninhabitable planets and solve their over-population problem has turned on them. Now it must be stopped. The premise may be familiar, but *Terracon* manages to twist it into something surprisingly original.

As the robot they created – the eponymous Terracon – gained consciousness, it developed a God complex and destroyed the Grey's home planet. The machine is now making its way through the galaxy, blowing up every planet in its path. You play Xed, the only Grey to escape the onslaught, and have undertaken the massive task of activating each planet's defences to stave off Terracon. Got it? You're a kind of Last Grey Standing, but you do get some assistance. Aside from one of those backpack-tube-energy gun things, there's the computer-generated spirit of Doc, a patriarchal know-all in the Obi-Wan mould.

You wander across planets gathering Genergy, destroying baddies, saving worlds and zapping the odd unsuspecting deer or two in what is essentially a 3D platformer. There are distinct puzzle and action elements, and developer Picture House has come up with several neat ideas to enhance the experience – most notably the stuff known as Genergy. It's a form of energy that comes in several fetching colours and can be used to generate useful objects (like platforms), as well as to defeat enemies and destroy buildings. The intriguing Genergy basis of the puzzle element is backed up by other details such as the retro weapon power-ups that swirl around your body to double your firepower or speed up firing. Each pick-up you collect on a level can be replicated later by your ship. Trade anything you've collected on a mission to arm yourself for your next trip to the surface of the planet.

Every effort has been made to enhance the presentation of the menu screens and make them as accessible as possible. The three-dimensional Level Select screen is gaggingly gorgeous; forget randomly flicking through menus – you get a thematically linked interface that adds to the in-game atmosphere. Even during play the loading time for the level map is explained away as time spent 'downloading the dropship database' to ensure you remain embroiled in the action.

Smart, colourful graphics, a few weather effects and a variety of views are set against a few tricky segments where the controls are less effective because more precise movement is required (the handling of the Skimmer vehicle is plain dreadful).

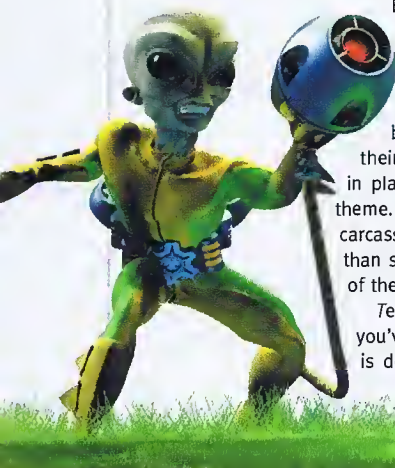
But even the odd glitch, like the occasional disappearance of Xed and the slightly overwhelming targeting at close range, does little to mar the experience.

Otherwise, the game could afford to further play up the self-referential humour that marks out the best kids' movies and cutesy platformers to beef up their appeal to old 'uns. *Terracon* does feel quite serious in places, though not in terms of its graphics or overall theme. As you escape the clutches of your enemy, the bloodied carcass of one of your buddies floats by in space, but rather than seeming grisly, this is a slightly anomalous reminder of the plot. There is real danger lurking out there...

*Terracon* boasts brilliant level design – expect to think you've found just 16 per cent of the secrets. Its lifespan is dented somewhat by the samey tasks you face, but

*Terracon* is a lot of fun to play and successfully avoids compromising its plot or gameplay for a 'kiddie' audience.

Lee Hall



1



2



3



4

## P.V.I.



**Publisher:** Sony  
**Developer:** Picture House  
**Release date:** Out now  
**Origin:** Europe  
**Style:** Action-adventure shoot 'em up  
**Price:** \$49.95 (NZ\$49.95)

## WHY NOT TRY...

*Ape Escape* 9/10 PS2 24  
*Spyro 2: Gateway To Glimmer* 9/10 PS2 28  
*Croc 2* 9/10 PS2 24



5



6

## VERDICT

# 8

GRAPHICS  
GAMEPLAY  
LIFESPAN

9 Slick, outlandish and colourful, with rare glitches.  
7 Slightly samey tasks and occasionally clumsy controls.  
8 Compulsive atmosphere and highly replayable.

Didn't expect ultra-realism here. This is colourful, polished fun peppered with neat touches, and despite unpromising beginnings, highly original. A pretty, fun platformer.



## Tony Hawk's Skateboarding

Publisher: **Activision** Developer: **Neuware** Release date: **Out now** Origin: **US** Style: **Skateboarding aim**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$49.95 (NZ\$49.95)**

It's already a year since the perennially gnarly *Tony Hawk's Skateboarding* was released. It's no wonder it's about to receive the famous Platinum label because it showcases everything a skateboarding game should. Here was a game that was often dreamt about by skaters and only spoken of in 'imagine if...' terms. The

development team packed a fantastic game engine in with huge and impressive levels, a crew of top pros, real-model decks, awesome replays,

hidden features and the best skater the world has ever seen even got to emblazon his name across the cover. Undoubtedly, the real strength of the game is the engine which provides a super-responsive, trick-oriented game. The tricks and point system allow for endless combos and unlimited variety, and in another first for a skating game, the head-to-head mode was worth playing. While *THS* has been superseded, it still plays like a champ and will withstand the test of time. It is in the Platinum leagues for a reason. **RY**

VERDICT

9



## Army Men: Operation Meltdown

Publisher: **Sony** Developer: **3DD** Release date: **Out now** Origin: **US** Style: **Third-person 3D shooter**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$59.95 (NZ\$99.95)**

Here comes another instalment in the continuing story of the green army's battle against dodgy controls, poor graphics and repetitive gameplay. Yes, it's a third-person 3D shooter again, but no, none of the problems of the dismal *Army Men* or *Sarge's Heroes* have gone away. Aiming weapons is still deeply

unpleasant – why aren't there any crosshairs to show where you're shooting? While the crawl-and-duck moves that should introduce an element of

stealth just mean you get shot in a prone position. The scenery merely compounds the agony as palm fronds and bushes block your view (but don't hide you from the enemy) and you constantly squint at the horizon trying to make out the distant sentries. To be fair, *Meltdown* is marginally less excruciating than *Sarge's Heroes*, but then it's still ugly, frustrating and repetitive. It's hard to point out *Meltdown's* major malfunction. What's missing is anything new and what's there is shoddy and lacklustre. War has never been so tedious. **PW**

VERDICT

3



## Tarzan

Publisher: **Sony** Developer: **Disney Interactive** Release date: **Out now** Origin: **US** Style: **Platformer**

Players: **One** Extras: **Analog, Dual Shock, Memory Card** Price: **\$39.95 (NZ\$39.95)**

It came as somewhat of a surprise when Disney released *Tarzan* around the same time as the animated movie last year, as it went against all traditions by presenting itself as a half-decent platformer. With its rich colours, cute cartoon cast and action-based storyline, the 16 levels

mimic the movie virtually scene for scene, featuring a mixture of typical 2D side-scrolling platform duties, including tree climbing, vine swinging, plus jumping and sliding over obstacles. The other

levels are delivered in 3D, which not only helps break away from the restrictive side-scrolling syndrome, but challenges players to master other dexterous skills such as avoiding a herd of stampeding elephants, and navigating a hazardous river of obstacles. Most of the game is spent controlling Tarzan, while certain levels see you playing as his ape mate Terk, as well as his love interest Jane. Overall, the control is well implemented, and for the most part accurate and responsive. A good mix of challenging levels for young and old. **MW**

VERDICT

8



## Pool Academy

Publisher: **Ubi Soft** Developer: **Ark** Release date: **October** Origin: **Japan** Style: **Pool aim** Players: **Eight**

Extras: **Dual Shock, Analog, Memory Card** Price: **\$54.95 (NZ\$89.95)**

This is a hard game. If you're expecting the traditional pub pool table of bigs and littles, you'll be disappointed with *Pool Academy*. Rather than the usual eight ball, you get four distinctly American variants of pool. Nine-ball will be familiar to some, but the others – Rotation, Bowland and Tidiwinks – will mystify

all but the most ardent Yankophiles. Still, learning to play these variants and developing better tactics should be part of the fun. Except that

it isn't. Fun, that is. The problem's not with the physics of the game, which are pretty accurate; but with the way you interact with it. The game camera will only let you move by zooming in and out and tilting up and down around the cue ball, making it hard to judge many shots. There's not enough fine control either, leaving you frustrated when you can't get the shot you want. To compound these fundamental problems, there's practically no help lining up shots. And the lack of a power gauge makes it all too much like hard work. Disappointing. **CB**

VERDICT

4







## [PLAY TEST]

### The X-Files

Publisher: Sony Developer: Hyperbole Studios Release date: Out now Origin: US

Style: Point and click adventure Players: One Extras: Memory Card Price: \$39.95 (NZ\$39.95)

Point-and-click adventures have never been the most popular games on PlayStation, usually due to the clumsy control method of using a control pad instead of a mouse. *The X-Files* is a good example of this problem. However, there are many other problems that hamper this title as well. Firstly, Mulder and Scully don't run

around and chase aliens and other wacky creatures. Instead, you're chasing a kidnapped Mulder and Scully, playing the role of Agent Willmore. This, and

the fact that the haunting *X-Files* music is missing, doesn't help the game give off that whole *X-Files* 'atmosphere'. Also, moving Agent Willmore around isn't done in the most logical way. For example, if you are instructed to go to a certain room at headquarters, firstly you need to find the room. Shouldn't Willmore know where it is already? Once you get past the game's obvious flaws, there is a mildly interesting adventure to be found. Diehard fans of *The X-Files* TV series will undoubtedly love this game, but the rest of the world might find it a little clumsy. EC

VERDICT

6



### FA Premier League Stars 2001

Publisher: EA Developer: EA Sports Release date: Out now Origin: UK Style: Soccer sim Players: Two

Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

To call *Stars 2001* rough around the edges is unfair. It is simply rubbish. While it is based on the very sound idea of developing your chosen team via on-pitch prowess, the basic match day action consists of frustrating controls, sluggish reactions and shoddy aesthetics. Basically, *Stars 2001* is the antithesis of *FIFA*. Granted, passes are handled intelligently, but listless shooting and defending results in too many missed opportunities. It's also tactically inept as defenders leave wide-

open spaces and midfielders bunch together. Graphically the players are reduced to clumsy clusters of shapes. While this looks fine from afar, the close-ups afforded by the replays reveal the true visual horror. The game's one saving grace comes in the form of the stars system, which is used to improve team performance. While it breaks new ground with the inclusion of kits and sponsors, it also manages to afflict the game's biggest names with bulging foreheads and bucket-shaped skulls... It's as if the faces have been changed to protect the innocent. SM

VERDICT

4



### Spyro 2: Gateway To Glimmer

Publisher: Sony Developer: Insomniac Release date: Out now Origin: US Style: 3D platform adventure

Players: One Extras: Dual Shock Price: \$39.95 (NZ\$39.95)

To the untrained eye, the presentation, graphics, control and gameplay don't seem much different from *Spyro The Dragon*, however, this time around, life for Spyro is filled with bigger levels, more moves and tougher puzzles. Through the course of *Gateway To Glimmer*, Spyro is introduced to a swag of new moves

including swimming, diving, climbing, hovering, super-charging, spitting, ice-skating, ground stomping and more. As before, exploring each level

and collecting gems and orbs takes up a large slab of the action in the game, but the focus is more so on the completion of certain goals. Each level within the 30 worlds requires you to complete different tasks unique to that level. The tasks are broken into primary and secondary objectives. The improved interaction with other characters, along with a deeper storyline, makes for a more engaging experience. Add to that the assortment of new moves and fresh challenges, and this is one occasion where a sequel does the original justice. MW

VERDICT

9



### Cool Boarders 3

Publisher: Sony Developer: 989 Studios Release date: Out now Origin: US Style: Snowboarding sim

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$39.95 (NZ\$39.95)

*Cool Boarders 3* is a solid title that will hold your interest for a while. The problem? If you've played either of the previous *Cool Boarders* games, this will just be a case of "been there, seen this, done that". Even though there are numerous courses to unlock and several different characters to use, the game doesn't have that much replay value. Also, each character is almost identical – the only way you can tell them apart is from their clothing! Having said that, the half-

pipe is always great fun to tear up, and the downhill courses have quite a few different obstacles for you to perform tricks off, such as buses, drain pipes and so on. Also, in the downhill events you now have the ability to punch your opponents, and even though it doesn't work that well, it's still fun to punch a mate in the face (in the game of course, not in real life). But at the end of the day, while *Cool Boarders 3* looks pretty good and it's fun enough to play, it's really not that much different from the first two. EC

VERDICT

6







# Final Fantasy VIII

Publisher: **Sony** Developer: **Square** Release date: **Out now** Origin: **Japan** Style: **RPG** Players: **One**

Extras: **Dual Shock, Rnalog, Memory Card** Price: **\$89.95 (NZ\$89.95)**

If you are one of those few sad PlayStation gamers who has never fallen under the *Final Fantasy* spell before, Sony has given you extra incentive by rushing *FFVIII* into the cheap Platinum price range. If you hurry, you've probably got just enough time to finish it before *FFIX* arrives. *FFVIII* covers the exploits of Squall Leonhart and some other students who are training to become SeeD (like Special Forces) in Dole's Garden academy. Superpower Garbadia

**VERDICT**  
**10**

declares war on Dole, and in the course of the game Squall must deal with his rivalry with Seifer, his passion for Rinoa, the mystery of dream soldier Laguna Loire, as well as take care of the evil sorceress Edea and generally save the world. Right from the opening cinematic you know you're in for a treat, and some of the computer animated scenes are the best ever seen. There's over an hour's worth of cinematics in total, and while the story does take a while to build in intensity, the clips make all that combat effort worthwhile. Bring on *FFIX*! SC



# Infestation

Publisher: **Ubi Soft** Developer: **Frontier** Release date: **Out now** Origin: **UH** Style: **Action/shoot 'em up**

Players: **One** Extras: **Memory Card, Dual Shock, Rnalog** Price: **\$54.95 (NZ\$89.95)**

Picture this: intergalactic battles, a new frontier, laser beams, futuristic battle pods and arid alien terrain. Apart from sounding like a dodgy movie plot from the '70s or a videogame from the '80s, this also pretty much fits the description of *Infestation*. Not only does *Infestation* look appalling, but it's littered with bugs and disappearing scenery. It is frustrating, unenjoyable and represents a new low for this genre. You must fight evil space robots in vast environments. When

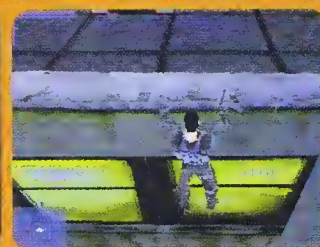
**VERDICT**  
**2**

you do encounter the enemy they fire a poor excuse for a laser bolt and there's little room for a smart approach to fighting. There is an attempt to add some depth by enabling you to collect crystals to upgrade your ship, but the game's simplicity and sheer ugliness make it a largely futile effort. There are plenty of weapons, missions and mutating baddies in there, but you'll be lucky to see out the first mission. It's frustrating and unrewarding to play, and not the game to give this tired genre a wake-up call. Leave it on the shelf. LH



## In recent issues

name	issue	score
4X4 World Trophy	PSM 36	5
All Star Tennis 2000	PSM 37	6
Alundra 2	PSM 37	7
Armored: Project S.W.A.R.M.	PSM 35	3
Ballistic	PSM 37	8
BattleTanx: Global Assault	PSM 35	7
Bishi Bashi Special	PSM 35	8
Colin McRae Rally 2.0	PSM 33	9
Destruction Derby Raw	PSM 36	8
Die Hard Trilogy 2	PSM 33	7
Disney World Magical Racing Tour	PSM 37	6
Dragon Valor	PSM 36	7
ECW Hardcore Revolution	PSM 34	5
Euro 2000	PSM 36	8
Everybody's Golf 2	PSM 34	9
F1 2000	PSM 34	8
F1 Racing Championship	PSM 35	7
Fighter Maker	PSM 34	7
Fisherman's Bait 2 - Big Ol' Bass	PSM 35	7
Front Mission 3	PSM 37	8
Galerians	PSM 37	7
Gekido: Urban Fighters	PSM 34	8
Ghoul Panic	PSM 34	7
Hogs Of War	PSM 36	8
In Cold Blood	PSM 36	8
Jackie Chan Stuntmaster	PSM 34	6
Jimmy White's 2: Cueball	PSM 35	6
Legacy Of Kain: Soul Reaver (Platinum)	PSM 37	9
Legend Of Legaia	PSM 35	8
MediEvil 2	PSM 33	9
Micro Maniacs	PSM 33	9
Mighty Hits Special	PSM 37	6
MoHo	PSM 37	8
Muppet RaceMania	PSM 34	9
Need For Speed: Porsche 2000	PSM 35	8
N-Gen Racing	PSM 35	8
NHL Rock The Rink	PSM 36	6
Nightmare Creatures II	PSM 37	7
Player Manager 2000	PSM 36	9
Pop 'N Pop	PSM 37	8
Psychic Force 2	PSM 37	4
Rally Masters	PSM 35	7
Rescue Shot	PSM 35	7
Resident Evil Survivor	PSM 34	7
Rollcage Stage II	PSM 33	9
Rugrats Studio Tour	PSM 33	8
Spin Jam	PSM 37	6
Star Wars Episode I: Jedi Power Battles	PSM 34	8
Street Fighter EX2 Plus	PSM 36	7
Street Skater 2	PSM 35	8
Suikoden II	PSM 34	7
Superbike 2000	PSM 34	7
Sydney 2000	PSM 37	8
Syphon Filter 2	PSM 33	9
The Misadventures Of Tron Bonne	PSM 37	5
Theme Park World	PSM 33	8
Tombi 2	PSM 35	6
UEFA Champions League: Season 99/00	PSM 34	8
Vib Ribbon	PSM 37	7
Wipeout 3 Special Edition	PSM 37	8
WWF Smack Down	PSM 34	8







NO WORRIES

# Powerline tips

*PSM* and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The *Official PlayStation Powerline* provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).

2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.

3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

## POWERLINE

In Australia call  
1902 262 662

press 0 for the  
main menu

press 1 to speak to a live  
member of Team PlayStation

press 2 for cheats heaven and  
have your game code handy

press 3 for new and upcoming  
games information

press 4 for PlayStation game of  
the month

press 5 for this  
month's top 10

press 6 for information on  
PlayStation peripherals

## POWERLINE

In New Zealand call  
0900 97 669

follow the  
instructions

press 1 if you are a  
Power User

press 2 for instructions on operating  
the Powerline system

press 3 to select a game by  
product code

press 4 to select a  
game by name

press 5 for instructions on how to  
connect your PlayStation

press 6 to leave  
a message

02008

## Muppet RaceMania

Enter the following codes at the screen where the Muppets are shooting each other and racing over the *Muppets RaceMania* logo. A message will display if you are successful.

Unlock the 24 main  
characters: ●, ▲,

×, ○, ▲, ×, ○,

▲, ■, ×

Unlock arches:

■, ○, ×, ○,

■, ▲, ○, ×,

○, ▲



04041

## Hogs Of War

Select 'New Game' at the main menu and at the 'Name Your Team' screen type PRYING PIGS to access all the FMV cut-scenes when you start the game.







02105

## Crash Team Racing

The following codes will only work in the Time Trial, Arcade, Vs and Battle modes.

To Race as Penta Penguin: At the main menu, highlight Time Trial, then hold **L1 + R1** and press **↓, →, ▲, ↓, ←, ▲, ↑**

To Race as Ripper Roo: At the main menu, highlight Time Trial, then hold **L1 + R1** and press **→, ●, ●, ↓, ↑, ↓, →**

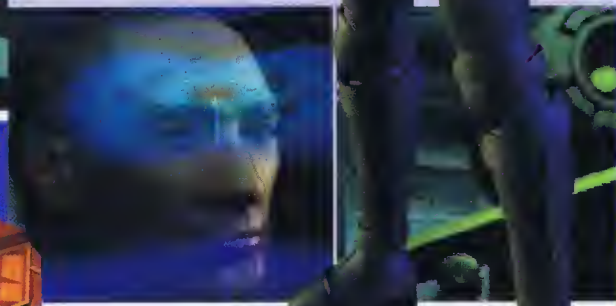


01924

## Colony Wars: Red Sun

Load ship with all weapons: Enter Big Daddy as a case-sensitive code.

Space Station select: Enter Move House as a case-sensitive code.



## Wipeout 3 Special Edition

02845

Enter these codes on the default name player option within the game set-up options.

Access the phantom class ship cheat:

P, H, A, N, T, O, M

Access the invulnerability and unlimited hyperthrust cheat: N, O, F, E, A, R

Access the auto weapon cheat, which automatically gives you a new weapon when you fire or drop a weapon: U, N, L, I, M, I, T

Play the game using the rescue droid ships: D, R, O, I, D, S

Watch extra full-motion video footage from within the game:

H, I, T, O, M, I

Unlock all the bonus prototype circuits: P, R, O, T, O

Unlock all the standard and bonus prototype circuits:

A, L, L, T, R, A, C, K

Have white super speed-ups on all tracks: A, X, C, E, L

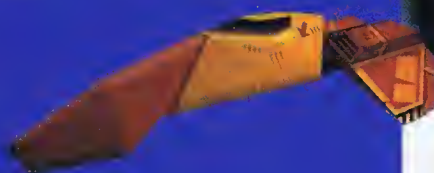
Gain access to a new option within the game set-up options, which enables you to mirror the tracks: M, I, R, R, O, R

Access all teams: C, R, A, F, T, S

Access all tournaments: A, L, L, T, N, T

Access all challenge tournaments:

A, L, L, C, N, G



## Beat Mania

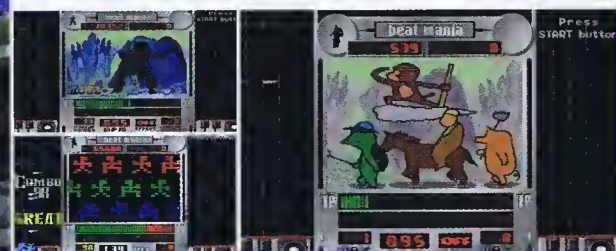
02096

### Hidden Mode 1

Hold **← + →** (the two back keys on the *Beat Mania* controller) and press **Start** when the 'Press Start Button' selection appears. Release those buttons and press **← + ×** (the two white keys on the left and right side). If you entered the code correctly, you will hear a sound and the Hidden Mode 1 option will be available.

### Double Play Mode

Hold **← + ■ + ×** (the three white keys) and press **Start** when the 'Press Start Button' selection appears. Release those buttons and press **← + →** (the two black keys). If you entered the code correctly, you will hear a sound and an option for Double Play Mode will be available.





NO WORRIES

# WWF SMACKDOWN



Shattered pelvis, broken wrist and detached retina? Say goodbye to all that with our massive moves list. It contains enough grapples, punches and kicks to put Mr Rock on his sequined butt...



## SMACKDOWN

Deluded men dressed up as morticians and a man with the word 'ass' stamped on his rear... Wrestling is a strange world where the word 'sport' might not apply, but the word 'bloody popular' does. Despite all this pomp and ceremony, the WWF ring remains a violent place into which one shouldn't venture without a guide. Thus this.

## WHO'S THE DADDY?

To the untutored eye, wrestling appears to be little more than two very big men trying to mate with each other while shouting very loudly, but that is to miss the nuances of this most noble combat.

There are three paths to victory: knockout, submission or pin. A knockout is nothing more than hitting an opponent repeatedly until they pass out. This is a time-consuming business that serves only to prolong the bout. A submission is, rather obviously, when the other wrestlers lose the will to continue. It is an unusual technique except for during the 'I Quit' matches, when it is the only path to victory.

The vast majority of bouts will be won and lost by use of a hold, or for the layman, putting your full bulk on top of an opponent. At first, a wrestler will be

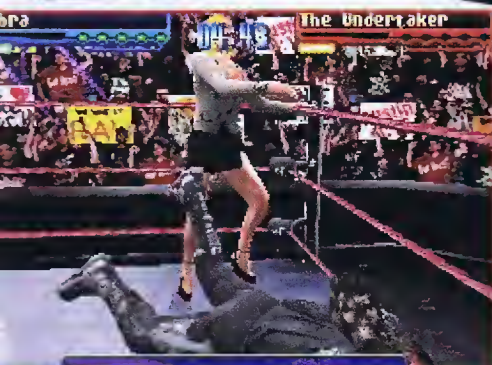
able to break any grapple before the ref can count to three. So to make those pins more effective, always soften up a fighter first. Start with a flurry of punches and throw them on to the canvas. Stamping on them will weaken any remaining resolve before allowing them to get up once more and then repeating the dose. Now when he goes down, he'll stay there.

## FINISHING MOVES

The most theatrical of moves are the gloriously over-the-top finishes. Activated by **L1**, regardless of the individual, they can only be used when your wrestler has a green light beneath their power bar. When the moment arrives to clamber on to that top rope, the *SmackDown* logo will flash on screen and that final slap can be delivered.

## WHICH MOVE?

The differences between the majority of moves are purely cosmetic. A punch, be it an Overhand Death Swing or a Knuckle Of Doom, is still a punch, and does the same damage. So while the actual move doesn't matter, the group does. Therefore a Dragon Screw throw will always be as effective as a Suplex; if less spectacular. The rule is that if a move is effective and easy to use, stick with it.





## TEAM EVENTS

Divide and pound is the simple rule for any team event. However strong your opponent is, they won't last against two other fighters. Instead, separate the pair by diving out of the ring and taunting one so they can be flattened while their friend looks on. To shorten this process, inspect the state of both wrestlers' stamina before the bout begins. Those with only a half-full heart won't be able to last the distance and should be targeted at every opportunity, even to the extent of standing between them and the outstretched arm of their tag team partner.

## RING OUTS

When a wrestler exits the ring, be it over the ropes or under their own steam, a countdown will start. This leaves just a three-count to climb back and resume combat or face disqualification. Turn this to your advantage by chucking an opponent out of the square and following him. Batter them until the count is about to reach its climax, then jump into the ring and stop them getting back up.

## BEHIND THE SCENES

There is a whole world in WWF outside the ring. To escape its limits select a match not restricted by Ring Outs, such as a Hardcore match. Then use one of the throws to launch your opponent up the entrance ramp and through the curtain into a whole new series of locations.

## WEAPONS

Sometimes there are no limits. In Hardcore matches, any weapon can be scooped up and used to abuse the other participants. From chairs to microphones, almost anything can be turned into makeshift weaponry by picking it up with **L1** and using as normal. The bad news is that despite the sheer glamour of smacking the Undertaker in the face with a chair, it doesn't do any more damage than a sound slap.

## THE BELTS

Collecting a belt involves slapping the current titleholder until you can claim their title. Those who prefer to take a shortcut might like to try setting up a two-player Pay Per View (PPV) match. Now beat up on the uncontrolled second player and just take his belt from him. Easy. It might not make for the greatest viewing figures, but there can't be any easier way to gain fame and fortune.

## DOUBLE TEAM

On those special occasions when the Hardy Brothers or Edge and Christian can team up together, they can pull off their own team moves. They can combine if one of them forces their opponent into the corner and performs a taunt with **L2**. Pressing **▲** will cause the other character to run over and pile in when you stab **✕**.



## CREATE A CHARACTER

Using the self-assembly method favoured by Dr Frankenstein, you can fashion your very own wrestler from others' body parts and throw them into the melee. After choosing a style and a sparkly costume, they can go on to aim for belts, titles and a bit part in a TV mini-series.

### PROFILE

Selecting the nickname of your wrestler is one of the most important decisions you can make. The rest is purely cosmetic, except for selecting your favourite star, as this will make the character more inclined to join up with you during dust-ups.

### APPEARANCE

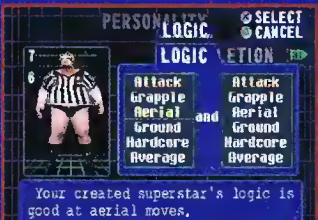
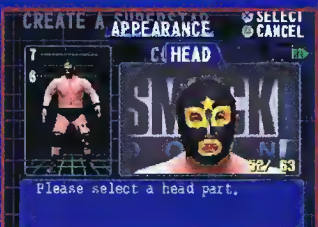
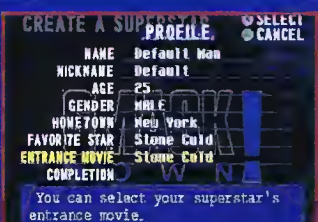
From slender, leather-clad nubile to hefty gimp, you can create any type of cretinous character to do your bidding. Tall or short, it might be fun, but what really matters is selecting the fighting style of your new friend.

### FIGHTING STYLE

Always try and select a style of combat that suits your own technique. Those who like to just stand still and hit their opponents will suit Roughneck or Powerhouse moves, while those who prefer mobility should focus on Speedy or Technical skills. It is possible to create a wrestler who is balanced in all areas, but they are often weaker due to a lack of finishing moves. Also, when it comes to other complementary skills, try to choose abilities that complement those you already have. A man who excels in Women's matches is less than useful, as are many of the basic social skills, such as Good Speaker. This is wrestling, and the only means of communication should be with a clenched fist.

### PRE-SEASON

Before your newly sired freak can compete, they must be entered in the tough pre-season schedule. They will be thrown into a series of events in which victories will earn further development points. These can then be spent improving the skill and power of the character until they are ready to step into the big-time with all the other stars of WWF.





## VINCE MCMAHON



### ATTACK

Kick: ✖  
Double Axe Handle Smash: ↑ + ✖  
Chop: → + ✖  
Double Axe Handle Smash: ↓ + ✖  
Chop: ← + ✖  
Kick: → + ✖

### GRAPPLE

Irish Whip: ●  
Eye Gouge: ↑ + ●  
Eye Gouge: ↓ + ●  
Forearm Clubs: ← + ●  
Arm Wrench: → + ●  
STATUS: BEHIND  
Irish Whip: ●  
Turn Opponent Around: Direction + ●

### OPPONENT STUNNED

Irish Whip: ●  
Side Suplex: ↑ + ●  
Piledriver: ↓ + ●  
Forearm Clubs: ← + ●  
Arm Wrench: → + ●

### OPPONENT DOWN

Angry Stomp: ● or ← or → + ●  
Angry Stomp: ↑ or ↓ + ●  
STATUS: NEAR HEAD  
Pick Opponent: ↑ + ●  
Sleeper: ↓ + ●  
Knees To Arm: ← or → + ●  
STATUS: NEAR FEET  
Knee Smash: ↑ + ●  
Leg Lock: ← + ●  
Kick To Leg: → + ●

### RUNNING

Shoulder Block: ✖  
Shoulder Block: Direction + ✖  
STATUS: FACING  
Neck Breaker: ●  
STATUS: BEHIND  
Bulldog: ●

### OPPONENT RUNNING

Irish Whip: ●  
Back Body Drop: Direction + ●

### OPPONENT IN CORNER

STATUS: FACING  
Irish Whip: ●  
Mudhole Stomping: ↑ or ↓ + ●

### TURNBUCKLE

STATUS: OPPONENT  
STANDING  
Double Axe Handle: ✖  
STATUS: OPPONENT DOWN  
Knee Drop: ✖  
Elbow Drop: Direction + ✖

### FINISHER

STATUS: OPPONENT  
STANDING, FACING  
Stunner: U

### TRADEMARK

STATUS: OPPONENT DOWN  
Sleeper Hold: ↑ + ●

## MANHIND



### ATTACK

Austin Punches: ✖  
Toe Kick: ← + ✖  
Chop: → + ✖  
Body Punch: ↑ + ✖  
Standing Clothesline: ↓ + ✖

### GRAPPLE

Whip To Ropes: ●  
DDT: ← + ●  
Scoop Slam: → + ●  
Eye Rake: ↑ + ●  
Manhattan Drop: ↓ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Face Crusher: ← + ●  
Back Drop: → + ●  
Diving Reverse DDT: ↑ + ●  
School Boy Rollup Pin: ↓ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Double Arm DDT: ← + ●  
Hard Scoop Slam: → + ●  
Pulling Piledriver: ↑ + ●  
Jackknife Powerbomb: ↓ + ●

### OPPONENT DOWN

Angry Stomp: ✖  
Leg Drop: ← or → + ✖  
Elbow Drop: ↑ or ↓ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Camel Clutch: ← + ●  
Sleeper Hold: → + ●  
Mounted Punches: ↑ + ●  
Pin: ↓ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ← + ●  
Overhead Toss: → + ●  
Leg Lock: ↑ + ●  
Leg Hook Pin: ↓ + ●

### RUNNING

Clothesline: ✖  
Shoulder Block: ✖ + Direction  
STATUS: FACING  
Neck Breaker: ●  
STATUS: BEHIND  
Face Crusher: ● (Behind Opponent)

### OPPONENT RUNNING

Monkey Toss: ●  
Powerslam: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
10 Punch: ← or → + ●  
Mudhole Stomping: ↑ or ↓ + ●

### STATUS: BEHIND

Super Back Drop: Any Direction + ●

### TURNBUCKLE

Double Axe Handle: ✖  
Front Dropkick: ✖ + Direction  
STATUS: OPPONENT DOWN  
Knee Drop: ✖

### FINISHER

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Mandible Claw: U

### TRADEMARK

Double Arm DDT: ← + ●  
STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Mr. Socko: Direction + L2

## TORI



### ATTACK

Middle Kick: ✖  
Double Axe Handle: ↑ + ✖  
Dropkick: ↓ + ✖  
Slap: ← + ✖  
Back Elbow Smash: → + ✖

### GRAPPLE

Irish Whip: ●  
Scoop Slam: ↑ + ●  
Club To Neck: ↓ + ●  
Snapmare: ← or → + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Reverse Pin: ↑ or ↓ + ●  
Turn Facing Front: ← or → + ●

### OPPONENT STUNNED

Irish Whip: ●  
Small Package: ↑ + ●  
DDT: ↓ + ●  
Suplex: ← or → + ●

### OPPONENT DOWN

Angry Stomp: ✖ or Direction + ✖  
STATUS: NEAR HEAD  
Pick Opponent: ↑ + ●  
Knee Smash: ← or → + ●  
STATUS: NEAR LEGS  
Pick Opponent: ↑ + ●  
Knee Stomp: ↓ + ●  
Leg Lock: ← or → + ●

### RUNNING

Shoulder Block: ✖  
Dropkick: Direction + ✖  
STATUS: IN FRONT  
Neck Breaker: ●  
STATUS: IN BACK  
Bulldog: ●

### OPPONENT RUNNING

Irish Whip: ●  
Shoulder Back Toss: ● + Direction

### OPPONENT IN CORNER

Irish Whip: ●  
Shoulder Thrusts: ↑ or ↓ + ●  
Choke: ← or → + ●  
STATUS: BEHIND  
Irish Whip: ●  
School Boy: ● + Direction

### TOP TURNBUCKLE

STATUS: OPPONENT  
STANDING  
Double Axe Handle: ✖  
Missile Dropkick: Direction + ✖

### STATUS: OPPONENT DOWN

Elbow Drop: ✖  
Knee Drop: Direction + ✖

### FINISHER

STATUS: STANDING  
OPPONENT, FACING, STUNNED  
Tori Suplex: U

### TRADEMARK

Double Arm DDT: ← + ●  
STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Stunner: ← + ●

## 'STONE COLD' STEVE AUSTIN



### ATTACK

Austin Punches: ✖  
Snap Jab: ← + ✖  
Toe Kick: → + ✖  
Overhand Punch: ↑ + ✖  
Standing Clothesline: ↓ + ✖

### GRAPPLE

Whip To Ropes: ●  
Scoop Slam: ← + ●  
Suplex: → + ●  
Eye Rake: ↑ + ●  
Side Buster: ↓ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Back Drop: ← + ●  
Turn Facing Front: → + ●  
Sleeper Hold: ↑ + ●  
Bulldog: ↓ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Stunner: ← + ●  
DDT: → + ●  
Piledriver: ↑ + ●  
Side Buster: ↓ + ●

### OPPONENT DOWN

Angry Stomp: ✖  
Austin Elbow Drop: ← or → + ✖  
Angry Stomp: ↑ or ↓ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●

Mounted Punches: ← + ●  
Mounted Punches: → + ●  
Sleeper Hold: ↑ + ●  
Pin: ↓ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●

Leg Lock: ← + ●  
Kick To Groin: ↑ + ●  
Overhead Toss: ↑ + ●  
Leg Hook Pin: ↓ + ●

### RUNNING

Power Clothesline: ✖  
Shoulder Block: ✖ + Direction  
Press And Knuckle: ● (In Front Of Opponent)

Bulldog: ● (Behind Opponent)

### OPPONENT RUNNING

Monkey Toss: ●  
Shoulder Back Toss: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Shoulder Thrusts: ← or → + ●  
Foot Choke: ↑ or ↓ + ●  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

Double Axe Handle: ✖  
STATUS: OPPONENT DOWN  
Elbow Drop: ✖  
Diving Elbow: ✖

### FINISHING MOVE

CONDITIONS: OPPONENT  
STANDING, FACING, STUNNED  
Stone Cold Stunner: U

### TRADEMARK

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Stunner: ← + ●

## VAL VENIS



### ATTACK

Chop: ✖  
Austin Punches: ← + ✖  
Elbow Smash: → + ✖  
Double Axe Handle: ↑ + ✖  
Standing Clothesline: ↓ + ✖

### GRAPPLE

Whip To Ropes: ●  
DDT: ← + ●  
Scissors Sweep: → + ●  
Eye Rake: ↑ + ●  
Arm Wrench: ↓ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Russian Leg Sweep: ← + ●  
German Suplex Pin: → + ●  
Octopus Stretch: ↑ + ●  
Atomic Drop: ↓ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Double Arm Suplex: ← + ●  
Spine Buster: → + ●  
Stomach Crusher: ↑ + ●  
Fisherman's Suplex (or The Pom-plex): ↓ + ●

### OPPONENT DOWN

Angry Stomp: ← or → + ✖  
Angry Stomp: → + ✖  
Elbow Drop: ↑ or ↓ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●

Mounted Punches: ← + ●  
Reverse Chin Lock: → + ●  
Sleeper Hold: ↑ + ●  
Pin: ↓ + ●

STATUS: NEAR FEET  
Lift Opponent To Feet: ●  
Leg Lock: ← + ●  
Kick To Leg: → + ●  
Kick To Groin: ↑ + ●  
Pin With Bridge: ↓ + ●

### RUNNING

Back Elbow Smash: ✖  
Shoulder Block: ✖ + Direction  
STATUS: FACING  
Neck Breaker Drop: ●  
STATUS: BEHIND  
School Boy Rollup Pin: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Pulling Walk Slam: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Superplex: ← or → + ●  
Mudhole Stomping: ↑ or ↓ + ●

### STATUS: BEHIND

Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

Double Axe Handle: ✖  
STATUS: OPPONENT DOWN  
Elbow Drop: ✖  
Knee Drop: ✖ + Direction

### FINISHING MOVE

STATUS: TURNBUCKLE, OPPONENT DOWN  
The Money Shot: U

### TRADEMARK

STATUS: OPPONENT  
STANDING, FACING  
Russian Leg Sweep: ← + ●

## 'Y2J' CHRIS JERICHO

### ATTACK

Snap Jab: ✖  
Middle Kick: ← + ✖  
Chop: → + ✖  
Spinning Back Kick: ↑ + ✖  
Standing Clothesline: ↓ + ✖

### GRAPPLE

Whip To Ropes: ●  
Snapmare: ← + ●  
Scissors Sweep: → + ●  
Reverse Suplex: ↑ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Diving Reverse DDT: ← + ●  
School Boy Rollup Pin: → + ●  
Reverse Brainbuster: ↑ + ●  
Reverse Pin: ↓ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Double Back Breaker: ← + ●  
Small Package: → + ●  
Fisherman's Suplex: ↑ + ●  
Jackknife Powerbomb: ↓ + ●

### OPPONENT DOWN

Angry Stomp: ✖  
Elbow Drop: ← or → + ✖  
Angry Stomp: ↑ or ↓ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●

Mounted Punches: ← + ●  
Reverse Chin Lock: ↑ + ●  
Pin: ↓ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Walls Of Jericho: ← + ●  
Kick To Leg: → + ●  
Overhead Toss: ↑ + ●  
Pin: ↓ + ●

### RUNNING

Back Elbow Attack: ✖  
Shoulder Block: ✖ + Direction  
STATUS: FACING  
Neck Breaker: ●  
STATUS: BEHIND  
Face Crusher: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Back Toss: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Mudhole Stomping: ← or → + ●  
Superplex: ↑ or ↓ + ●

### STATUS: BEHIND

Whip To Opposite Corner: ●  
Back Drop: Direction + ●

### TURNBUCKLE

Missile Drop Kick: ✖  
Wheel Kick: ✖ + Direction  
STATUS: OPPONENT DOWN  
Diving Headbutt: ✖ + Direction

### FINISHING MOVE

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Double Powerbomb: U

### TRADEMARK

STATUS: OPPONENT DOWN, NEAR FEET  
Walls Of Jericho: ← + ●  
STATUS: TURNBUCKLE  
Missile Dropkick: ✖

STATUS: BEHIND  
Reverse Brainbuster: ●  
STATUS: OPPONENT  
STANDING, IN CORNER.  
Moonsault: ▲ + Direction + ✖





**THE GODFATHER****ATTACK**

Austin Punches: ✖  
 Chop: ✖ + ✖  
 Overhand Punch: → + ✖  
 Standing Clothesline: ↑ + ✖  
 Shuffle Side Kick: ↓ + ✖

**GRAPPLE**

Whip To Ropes: ●  
 Hard Scoop Slam: ✖ + ●  
 Suplex: → + ●  
 Club To Neck: ↑ + ●  
 Manhattan Drop: ↓ + ●  
**STATUS: BEHIND**  
 Whip To Ropes: ● + Any  
 Direction

**OPPONENT STUNNED**

Whip To Ropes: ●  
 Pendulum Back Breaker: ✖ + ●  
 Fallaway Slam: → + ●  
 Headlock And Punch: ↑ + ●  
 Piledriver: ↓ + ●

**OPPONENT DOWN**

Angry Stomp: ✖  
 Leg Drop: ✖ or → + ✖  
 Elbow Drop: ↑ or ↓ + ✖  
**STATUS: NEAR HEAD**  
 Lift Opponent To Feet: ●  
 Camel Clutch: ✖ + ●  
 Sleeper Hold: → + ●  
 Short Arm Scissors: ↑ + ●  
 Pin: ↓ + ●  
**STATUS: NEAR FEET**  
 Lift Opponent To Feet: ●  
 Knee Stomp: ✖ + ●  
 Kick To Leg: → + ●  
 Leg Lock: ↑ + ●  
 Leg Hook Pin: ↓ + ●

**RUNNING**

Diving Shoulder: ✖  
 Ho Train: ✖ + Direction  
**STATUS: IN FRONT**  
 Neck Breaker: ●  
**STATUS: BEHIND**  
 School Boy Rollup Pin: ●

**OPPONENT RUNNING**

Monkey Toss: ●  
 Samoan Drop: ● + Direction

**OPPONENT IN CORNER**

Whip To Opposite Corner: ●  
 Shoulder Thrusts: ✖ or → + ●  
 10 Punch: ↑ or ↓ + ●  
**STATUS: BEHIND**  
 Whip To Opposite Corner: ●  
 Super Back Drop: Any Direction + ●

**TURNBUCKLE**

Double Axe Handle: ✖  
 Shoulder Block: ✖ + Any  
 Direction  
**STATUS: OPPONENT DOWN**  
 Elbow Drop: ✖

**FINISHING MOVE**

**STATUS: OPPONENT STANDING, FACING, STUNNED**

The Pimp Drop: ⊏

**TRADEMARK**

**STATUS: OPPONENT IN CORNER, FACING**  
 The Ho Train: ✖ + Direction

**BUH BUH DUDLEY****ATTACK**

Body Punch: ✖  
 Double Axe Handle: ↑ + ✖  
 Clothesline: ↓ + ✖  
 Toe Kick: ✖ + ✖  
 Overhand Punch: → + ✖

**GRAPPLE**

Irish Whip: ●  
 Manhattan Drop: ↑ + ●  
 Eye Rake: ↓ + ●  
 Scoop Slam: ✖ + ●  
 Belly To Back Flip: → + ●  
**STATUS: BEHIND**

Irish Whip: ●  
 Pump Handle Drop: ↑ + ●  
 Back Side Slam: ↓ + ●  
 Bulldog: ✖ + ●  
 Back Drop: → + ●

**OPPONENT STUNNED**

Irish Whip: ●  
 Body Press Slam: ↑ + ●  
 Piledriver: ↓ + ●  
 DDT: ✖ + ●  
 Bearhug: → + ●

**OPPONENT DOWN**

Angry Stomp: ✖ or ✖ or → + ✖  
 Lift Opponent To Feet: ●  
 Camel Clutch: ✖ + ●  
 Sleeper Hold: → + ●  
 Short Arm Scissors: ↑ + ●  
 Pin: ↓ + ●  
**STATUS: NEAR FEET**  
 Lift Opponent To Feet: ●  
 Knee Stomp: ✖ + ●  
 Kick To Leg: → + ●  
 Leg Lock: ↑ + ●  
 Leg Hook Pin: ↓ + ●

**RUNNING**

Clothesline: ✖  
 Shoulder Block: Direction + ✖  
**STATUS: IN FRONT**  
 Neck Breaker: ●  
**STATUS: BEHIND**  
 Bulldog: ●

**OPPONENT RUNNING**

Irish Whip: ●  
 Whirl Sideslam: Direction + ●

**OPPONENT IN CORNER**

Irish Whip: ●  
 Superplex: ↑ or ↓ + ●  
 Choke: ✖ or → + ●  
**STATUS: BEHIND**  
 Irish Whip: ●  
 Super Back Drop: Direction + ●

**TURNBUCKLE**

Dropkick: ✖  
 Double Axe Handle: ✖  
 Direction + ✖  
**STATUS: OPPONENT DOWN**

Elbow Drop: ✖  
 Elbow Drop: Direction + ✖

**MARK HENRY****ATTACK**

Chop: ✖  
 Double Axe Handle: ↑ + ✖  
 Standing Clothesline: ↓ + ✖  
 Toe Kick: ✖ + ✖  
 Overhand Punch: → + ✖

**GRAPPLE**

Irish Whip: ●  
 Club To Neck: ↑ + ●  
 Arm Wrench: ↓ + ●  
 Hard Scoop Slam: ✖ + ●  
 Side Buster: → + ●  
**STATUS: BEHIND**

Irish Whip: ●  
 Full Nelson Slam: ↑ + ●  
 Back Side Slam: ↓ + ●  
 Back Drop: ✖ + ●  
 Atomic Drop: → + ●

**OPPONENT STUNNED**

Irish Whip: ●  
 Body Press Slam: ↑ + ●  
 Front Body Press Drop: ↓ + ●  
 Pendulum Back Breaker: ✖ + ●  
 Side Buster: → + ●

**OPPONENT DOWN**

Angry Stomp: Direction + ✖  
**STATUS: NEAR HEAD**  
 Pick Opponent: ↑ + ●  
 Sleeper Hold: ↓ + ●  
 Camel Clutch: ✖ + ●  
 Knee Smash: → + ●  
**STATUS: NEAR LEGS**  
 Pick Opponent: ↑ + ●  
 Leg Lock: ✖ + ●  
 Overhead Toss: → + ●  
 Boston Crab: ↑ + ●

**RUNNING**

Shoulder Block: ✖  
 Clothesline: Direction + ✖  
**STATUS: IN FRONT**  
 Neck Breaker: ●  
**STATUS: IN BACK**  
 Bulldog: ●

**OPPONENT RUNNING**

Irish Whip: ●  
 Powerslam: Direction + ●

**OPPONENT IN CORNER**

**STATUS: FACING FRONT**  
 Irish Whip: ●  
 Choke: ✖ or → + ●  
 Shoulder Thrusts: ↑ or ↓ + ●  
**STATUS: FACING BACK**  
 Irish Whip: ●  
 Super Back Drop: Direction + ●

**TURNBUCKLE**

**STATUS: OPPONENT STANDING**  
 Double Axe Handle: ✖  
**STATUS: OPPONENT DOWN**  
 Elbow Drop: ✖

**FINISHER**

**STATUS: OPPONENT STANDING, FACING, STUNNED**  
 Bearhug: ⊏

**TRADEMARK**

**STATUS: OPPONENT STANDING, FACING, STUNNED**  
 Body Press Slam: ↑ + ●

**THE UNDERTAKER****ATTACK**

Throat Thrust: ✖  
 Toe Kick: ✖ + ✖  
 Body Punch: → + ✖  
 Double Axe Handle: ↑ + ✖  
 Back Elbow Smash: ↓ + ✖

**GRAPPLE**

Whip To Ropes: ●  
 DDT: ✖ + ●  
 Hard Scoop Slam: → + ●  
 Club To Neck: ↑ + ●  
 Shoulder Breaker: ↓ + ●  
**STATUS: BEHIND**

Whip To Ropes: ●  
 Diving Reverse DDT: ✖ + ●  
 Atomic Drop: → + ●  
 Sleeper Hold: ↑ + ●  
 Pump Handle Slam: ↓ + ●

**OPPONENT STUNNED**

Whip To Ropes: ●  
 DDT: ✖ + ●  
 Rib Breaker: → + ●  
 Choke Slam: ↑ + ●  
 Jackknife Powerbomb: ↓ + ●

**OPPONENT DOWN**

Angry Stomp: ✖  
 Knee Drop: ✖ + ✖  
 Knee Drop: → + ✖  
 Elbow Drop: ↑ + ✖  
 Leg Drop: ↓ + ✖  
**STATUS: NEAR HEAD**  
 Lift Opponent To Feet: ●  
 Darkness Choke: ✖ + ●  
 Sleeper Hold: → + ●  
 Mounted Punches: ↑ + ●  
 Darkness Pin: ↓ + ●  
**STATUS: NEAR FEET**  
 Lift Opponent To Feet: ●  
 Knee Stomp: ✖ + ● or → + ●  
 Kick To Leg: ↑ + ●  
 Leg Hook Pin: ↓ + ●

**RUNNING**

Flying Lariat: ✖  
 Diving Shoulder: ✖ + Direction  
 Neck Breaker: ● (In Front Of Opponent)  
 Bulldog: ● (Behind Opponent)

**OPPONENT RUNNING**

Monkey Toss: ●  
 Shoulder Back Toss: ● + Direction

**OPPONENT IN CORNER**

Whip To Opposite Corner: ●  
 Walk On The Rope: ✖ or → + ●  
 Choke: ↑ or ↓ + ●  
 Whip To Opposite Corner: ●  
 Super Back Drop: Direction + ●  
 Walk On Top Rope: ✖ + ●

**TURNBUCKLE**

Double Axe Handle: ✖  
 Flying Clothesline: ✖ + Direction  
**STATUS: OPPONENT DOWN**  
 Knee Drop: ✖

**FINISHER**

**STATUS: OPPONENT STANDING, FACING, STUNNED**  
 Tombstone Piledriver: ⊏

**TRADEMARK**

**STATUS: OPPONENT STANDING, FACING, STUNNED**  
 Choke Slam: ↑ + ●

**THE ROCK****ATTACK**

The Rock Punches: ✖  
 Toe Kick: ✖ + ✖  
 Elbow Smash: → + ✖  
 Double Axe Handle: ↑ + ✖  
 Clothesline: ↓ + ✖

**GRAPPLE**

Whip To Ropes: ●  
 Scoop Slam: ✖ + ●  
 Club To Neck: → + ●  
 Eye Rake: ↑ + ●  
 DDT: ↓ + ●  
**STATUS: BEHIND**

Whip To Ropes: ●  
 Back Drop: ✖ + ●  
 Russian Leg Sweep: → + ●  
 Sleeper Hold: ↑ + ●  
 Atomic Drop: ↓ + ●

**OPPONENT STUNNED**

Whip To Ropes: ●  
 The Rock Bottom: ✖ + ●  
 Jump Swinging DDT: → + ●  
 Suplex: ↑ + ●  
 Manhattan Drop: ↓ + ●

**OPPONENT DOWN**

Angry Stomp: ✖  
 Rock Stomp: ✖ + ✖  
 Double Knee Smash: ✖ or → + ✖  
 Angry Stomp: ↑ + ✖  
 Angry Stomp: ↓ + ✖  
**STATUS: NEAR HEAD**  
 Lift Opponent To Feet: ●  
 Sleeper Hold: ✖ + ●  
 Knee Smash: → + ●  
 Mounted Punches: ↑ + ●  
 Pin: ↓ + ●  
**STATUS: NEAR FEET**  
 Lift Opponent To Feet: ●  
 Kick To Leg: ✖ + ●  
 Leg Lock: → + ●  
 Overhead Toss: ↑ + ●  
 Leg Hook Pin: ↓ + ●

**RUNNING**

Clothesline: ✖  
 Shoulder Block: ✖ + Direction  
**STATUS: IN FRONT**  
 Neck Breaker: ●  
**STATUS: BEHIND**  
 School Boy Rollup Pin: ●

**OPPONENT RUNNING**

Monkey Toss: ●  
 Samoan Drop: ● + Direction

**TURNBUCKLE**

Whip To Opposite Corner: ●  
 Shoulder Thrusts: ✖ + ●  
 Foot Choke: → + ●  
 Superplex: ↑ + ●  
 Foot Choke: ↓ + ●  
**STATUS: BEHIND**  
 Whip To Opposite Corner: ●  
 Super Back Drop: Any Direction + ●

**TOP TURNBUCKLE**

**STATUS: OPPONENTS STANDING**  
 Double Axe Handle: ✖  
**STATUS: OPPONENT DOWN**  
 Knee Drop: ✖

**FINISHER**

**STATUS: OPPONENT DOWN, NEAR HEAD**  
 The People's Elbow: ⊏

**TRADEMARK**

**STATUS: OPPONENT STANDING, FACING, STUNNED**  
 The Rock Bottom: ✖ + ●

**JEFF HARDY****ATTACK**

Chop: ✖  
 Shuffle Side Kick: ↑ + ✖  
 Drop Kick: ↓ + ✖  
 Snap Jab: ✖ + ✖  
 Austin Punches: → + ✖

**GRAPPLE**

Whip To Ropes: ●  
 Suplex: ↑ + ●  
 Arm Wrench: ↓ + ●  
 Snapmare: ✖ + ●  
 Scoop Slam: → + ●  
**STATUS: BEHIND**

Irish Whip: ●  
 Back Side Slam: ↑ + ●  
 Diving Reverse DDT: ↓ + ●  
 Back Drop: ✖ + ●  
 German Suplex Pin: → + ●

**OPPONENT STUNNED**

Irish Whip: ●  
 Hurricanrana: ↑ + ●  
 Knee Smash: ↓ + ●  
 DDT: ✖ + ●  
 Gangrel Suplex: → + ●

**OPPONENT DOWN**

Angry Stomp: ✖  
 Flip Splash: ↑ or ↓ + ✖  
 Double Knee Smash: ✖ or → + ✖  
**STATUS: NEAR HEAD**  
 Pick Opponent: ↑ + ●  
 Knee Smash: ↓ + ●  
 Mount Punches: ✖ + ●  
 Sleeper: → + ●  
**STATUS: NEAR LEGS**  
 Pick Opponent: ↑ + ●  
 Slingshot: ↓ + ●  
 Knee Stomp: ✖ + ●  
 Kick To Leg: → + ●

**RUNNING**

Spinning Wheel Kick: ✖  
 Back Elbow Attack: Direction + ✖  
**STATUS: IN FRONT**  
 Neckbreaker: ●  
**STATUS: IN BACK**  
 School Boy: ●

**OPPONENT RUNNING**

Irish Whip: ●  
 Powerslam: Direction + ●

**OPPONENT IN CORNER**

Irish Whip: ●  
 Frankensteiner: ↑ or ↓ + ●  
 Shoulder Thrusts: ✖ or → + ●  
**STATUS: BEHIND**  
 Irish Whip: ●  
 Super Back Drop: Direction + ●

**TURNBUCKLE**

**STATUS: OPPONENT STANDING**  
 Double Axe Handle: ✖  
 Missile Dropkick: Direction + ✖  
**STATUS: OPPONENT DOWN**  
 Twisting Knee Drop: ✖  
 Diving Moonsault: Direction + ✖

**FINISHER**

**STATUS: ON TURNBUCKLE, OPPONENT DOWN**  
 Senton Bomb: ⊏  
**TRADEMARK**  
**STATUS: RUNNING**  
 Rope Flip: ■ + ✖



## BIG SHOW



### ATTACK

Chop: ✖  
Big Boot: ✖ + ✖  
Body Punch: ✖ + ✖  
Double Axe Handle: ✖ + ✖  
Standing Clothesline: ✖ + ✖

### GRAPPLE

Whip To Ropes: ●  
Hard Scoop Slam: ✖ + ●  
Bearhug: ✖ + ●  
Pendulum Back Breaker: ✖ + ●

Choke Toss: ✖ + ●  
STATUS: BEHIND  
Whip To Ropes: ●

Full Nelson Slam: ✖ + ●  
Turn Facing Front: ✖ + ●  
Sleeper Hold: ✖ + ●  
Atomic Drop: ✖ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Strong Headbutt: ✖ + ●  
Side Buster: ✖ + ●  
Body Press Drop: ✖ + ●  
Jackknife Powerbomb: ✖ + ●

### OPPONENT DOWN

Angry Stomp: ✖ or ✖ + ✖  
Elbow Drop: ✖ or ✖ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ✖ + ●  
Mounted Punches: ✖ + ●  
Darkness Choke: ✖ + ●  
Camel Clutch: ✖ + ●  
Pin: ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ✖ + ●  
Kick To Leg: ✖ + ●  
Boston Crab: ✖ + ●  
Leg Hook Pin: ✖ + ●

### RUNNING

Shoulder Block: ✖  
Drop Kick: ✖ + Direction  
STATUS: IN FRONT  
Neck Breaker: ●  
STATUS: BEHIND  
School Boy Rollup Pin: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Shoulder Toss: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Choke: ✖ or ✖ + ●  
Mud Stomping: ✖ or ✖ + ●  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Front Dropkick: ✖ + Direction  
STATUS: OPPONENT DOWN  
Elbow Drop: ✖

### FINISHER

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Showstopper: 11

### TRADEMARK

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Body Press Drop: ✖ + ●

STATUS: RUNNING  
Dropkick: ✖ + ●  
STATUS: OPPONENT STUNNED  
Jackknife Powerbomb: ✖ + ●

## CHYNA



### ATTACK

Austin Punches: ✖  
Double Axe Handle: ✖ + ✖  
Clothesline: ✖ + ✖  
Chop: ✖ + ✖  
Toe Kick: ✖ + ✖

### GRAPPLE

Irish Whip: ●  
Eye Rake: ✖ + ●  
Club To Neck: ✖ + ●  
Snapmare: ✖ or ✖ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Low Blow: ✖ + ●  
Turn Facing Front: ✖ or ✖ + ●

### OPPONENT STUNNED

Irish Whip: ●  
Stomach Crusher: ✖ + ●  
Piledriver: ✖ + ●  
Arm Wrench: ✖ + ●  
Rib Breaker: ✖ + ●

### OPPONENT DOWN

Angry Stomp: ✖ or ✖ or ✖ + ✖

Elbow Drop: ✖ or ✖ + ✖  
STATUS: NEAR HEAD  
Pick Opponent: ✖ + ●  
Camel Clutch: ✖ + ●

Mount PUNCHES: ✖ or ✖ + ●  
STATUS: NEAR FEET  
Pick Opponent: ✖ + ●  
Knee Stomp: ✖ + ●  
Kick To Groin: ✖ or ✖ + ●

### RUNNING

Shoulder Block: ✖  
Thump: Direction + ✖  
STATUS: IN FRONT  
Spear: ●

STATUS: IN BACK  
School Boy: ●

### OPPONENT RUNNING

Irish Whip: ●  
Powerslam: Direction + ●

### OPPONENT IN CORNER

STATUS: FACING  
Irish Whip: ●  
Choke: ✖ or ✖ + ●  
Shoulder Thrusts: ✖ or ✖ + ●

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

### TURNBUCKLE

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

### FINISHER

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

### TRADEMARK

STATUS: BEHIND  
Low Blow: ✖ + ●

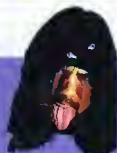
STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The X-Factor: 11

STATUS: RUNNING, OPPONENT  
IN CORNER  
Bronco Buster: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
Body Press Drop: ✖ + ●

STATUS: RUNNING  
Dropkick: ✖ + ●  
STATUS: OPPONENT STUNNED  
Jackknife Powerbomb: ✖ + ●

## H-PAC



### ATTACK

Middle Kick: ✖  
Snap Jab: ✖ + ✖  
Spinning Kick: ✖ + ✖  
Spinning Wheel Kick: ✖ + ✖  
Enzi-Gurl: ✖ + ✖

### GRAPPLE

Whip To Ropes: ●  
Snapmare: ✖ + ●  
DDT: ✖ + ●  
Eye Rake: ✖ + ●  
Headlock And Punch: ✖ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Back Drop: ✖ + ●  
Turn Facing Front: ✖ + ●  
School Boy Rollup Pin: ✖ + ●  
Reverse Pin: ✖ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Spinning Back Drop: ✖ + ●  
Fisherman's Suplex: ✖ + ●  
Hurricanrana: ✖ + ●  
Piledriver: ✖ + ●

### OPPONENT DOWN

Angry Stomp: ✖  
Leg Drop: ✖ or ✖ + ✖  
Angry Stomp: ✖ or ✖ + ✖  
STATUS: NEAR HEAD

Lift Opponent To Feet: ●  
Mounted PUNCHES: ✖ + ●  
Sleeper Hold: ✖ + ●  
Knee Smash: ✖ + ●  
Pin: ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ✖ + ●  
Kick To Groin: ✖ + ●  
Kick To Leg: ✖ + ●  
Leg Hook Pin: ✖ + ●

### RUNNING

Flying Lariat: ✖  
Bronco Buster: ✖ + Direction  
STATUS: FACING  
Neck Breaker: ●  
STATUS: BEHIND  
School Boy Rollup Pin: ●

STATUS: FACING  
Irish Whip: ●  
Choke: ✖ or ✖ + ●  
Shoulder Thrusts: ✖ or ✖ + ●

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

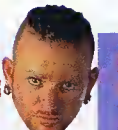
STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

## 'ROAD DOGG' JESSE JAMES



### ATTACK

Shake Jab: ✖  
Snap Jab: ✖ + ✖  
Chop: ✖ + ✖  
Standing Clothesline: ✖ + ✖  
Body Punch: ✖ + ✖

### GRAPPLE

Whip To Ropes: ●  
Snapmare: ✖ + ●  
Double Arm Suplex: ✖ + ●  
Stomach Crusher: ✖ + ●  
Jumping Arm Breaker: ✖ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Back Drop: ✖ + ●  
Face Crusher: ✖ + ●  
Sleeper Hold: ✖ + ●  
School Boy Rollup Pin: ✖ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
DDT: ✖ + ●  
Fallaway Slam: ✖ + ●  
Jackknife Powerbomb: ✖ + ●  
Piledriver: ✖ + ●

### OPPONENT DOWN

Angry Stomp: ✖  
Shaky Knee Drop: ✖ or ✖ + ✖

### STATUS: NEAR HEAD

Angry Stomp: ✖ or ✖ + ✖  
Sleeper: ✖ + ●  
Knee Smash: ✖ or ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Mounted PUNCHES: ✖ + ●  
Sleeper Hold: ✖ + ●  
Knee Smash: ✖ + ●  
Pin: ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ✖ + ●  
Kick To Leg: ✖ + ●  
Leg Lock: ✖ + ●  
Leg Hook Pin: ✖ + ●

### RUNNING

Clothesline: ✖  
Back Elbow Attack: ✖ + Direction  
STATUS: FACING  
Rolling Clutch Pin: ●

STATUS: BEHIND  
Face Crusher: ●  
STATUS: BEHIND  
Monkey Toss: ●

STATUS: BEHIND  
Monkey Toss: ●  
Powerslam: ● + Direction

STATUS: BEHIND  
Irish Whip: ●  
School Boy: Direction + ●

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

## PAUL BEARER



### ATTACK

Chop: ✖  
Double Axe Handle: ✖ + ✖  
Body Punch: ✖ + ✖  
Toe Kick: ✖ + ✖  
Austin Punches: ✖ + ✖

### GRAPPLE

Irish Whip: ●  
Eye Rake: ✖ + ●  
Arm Wrench: ✖ + ●  
Snapmare: ✖ + ●  
Clubs To Neck: ✖ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Reverse Pin: ✖ or ✖ + ●  
Turn Facing Front: ✖ or ✖ + ●

### OPPONENT STUNNED

Irish Whip: ●  
Scoop Slam: ✖ + ●  
Pendulum Back Breaker: ✖ + ●  
Snapmare: ✖ + ●  
Clubs To Neck: ✖ + ●

### OPPONENT DOWN

Angry Stomp: Direction + ✖  
STATUS: NEAR HEAD  
Pick Opponent: ✖ + ●  
Sleeper: ✖ + ●  
Knee Smash: ✖ or ✖ + ●

### STATUS: NEAR FEET

Pick Opponent: ✖ + ●  
Camel Clutch: ✖ + ●  
Sleeper Hold: ✖ + ●  
Darkness Pin: ✖ + ●  
STATUS: NEAR FEET

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Mounted PUNCHES: ✖ + ●  
Sleeper Hold: ✖ + ●  
Knee Smash: ✖ + ●  
Pin: ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ✖ + ●  
Kick To Leg: ✖ + ●  
Leg Lock: ✖ + ●  
Leg Hook Pin: ✖ + ●

### RUNNING

Shoulder Block: Direction + ✖  
STATUS: FACING  
Neckbreaker: ●  
STATUS: BEHIND  
Bulldog: ●

STATUS: BEHIND  
Irish Whip: ●  
Powerslam: Direction + ●

STATUS: BEHIND  
Irish Whip: ●  
School Boy: Direction + ●

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING

## KANE



### ATTACK

Body Punch: ✖  
Chop: ✖ + ✖  
Big Boot: ✖ + ✖  
Kane Throat Thrust: ✖ + ✖  
Standing Clothesline: ✖ + ✖

### GRAPPLE

Whip To Ropes: ●  
Hard Scoop Slam: ✖ + ●  
Side Buster: ✖ + ●  
Lifting Choke Hold: ✖ + ●  
Stomach Crusher: ✖ + ●

### STATUS: BEHIND

Whip To Ropes: ●  
Reverse Brainbuster: ✖ + ●  
Back Drop: ✖ + ●  
Full Nelson Slam: ✖ + ●  
Diving Reverse DDT: ✖ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Arm Wrench: ✖ + ●  
Snapmare: ✖ + ●  
Clubs To Neck: ✖ + ●  
Tomestone Piledriver: ✖ + ●

### OPPONENT DOWN

Angry Stomp: ✖ or ✖ + ✖  
Elbow Drop: ✖ or ✖ + ✖  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●

### STATUS: NEAR HEAD

Darkness Choke: ✖ + ●  
Camel Clutch: ✖ + ●  
Sleeper Hold: ✖ + ●  
Darkness Pin: ✖ + ●  
STATUS: NEAR FEET

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Mounted PUNCHES: ✖ + ●  
Sleeper Hold: ✖ + ●  
Knee Smash: ✖ + ●  
Pin: ✖ + ●

### STATUS: NEAR FEET

Lift Opponent To Feet: ●  
Knee Stomp: ✖ + ●  
Kick To Leg: ✖ + ●  
Leg Lock: ✖ + ●  
Leg Hook Pin: ✖ + ●

### RUNNING

Clothesline: ✖  
Shoulder Block: ✖ + Direction  
STATUS: FACING  
Neck Breaker Drop: ●

STATUS: BEHIND  
Bulldog: ●

STATUS: BEHIND  
Irish Whip: ●  
Powerslam: Direction + ●

STATUS: BEHIND  
Irish Whip: ●  
School Boy: Direction + ●

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖

STATUS: OPPONENT  
STANDING, FACING, STUNNED  
The Pedigree: 11

STATUS: BEHIND  
Irish Whip: ●  
Low Blow: Direction + ●

STATUS: OPPONENT  
STANDING

Double Axe Handle: ✖  
Double Axe Handle: Direction + ✖

STATUS: OPPONENT LAYING  
Elbow Drop: ✖



## 'MR ASS' BILLY GUNN

### ATTACK

Snap Jab: ✱  
Toe Kick: ✱ + ✱  
Chop: ✱ + ✱  
Drop Kick: ✱ + ✱  
Double Axe Handle: ✱ + ✱

### GRAPPLE

Whip To Ropes: ●  
Headlock And Punch: ✱ + ●  
Club To Neck: ✱ + ●  
Jackhammer: ✱ + ●  
Arm Wrench: ✱ + ●  
STATUS: BEHIND  
Whip To Ropes: ●  
Bulldog: ✱ + ●  
Russian Leg Sweep: ✱ + ●  
Back Drop: ✱ + ●  
Atomic Drop: ✱ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Falling Neck Breaker: ✱ + ●  
DDT: ✱ + ●  
Body Press Slam: ✱ + ●  
Piledriver: ✱ + ●

### OPPONENT DOWN

Angry Stomp: ✱  
Knee Drop: ✱ or ✱ + ✱  
Austin Elbow Drop: ✱ or ✱ + ✱  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Mounted Punches: ✱ + ●  
Reverse Chin Lock: ✱ + ●  
Camel Clutch: ✱ + ●  
Pin: ✱ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●  
Leg Lock: ✱ + ●  
Overhead Toss: ✱ + ●  
Kick To Leg: ✱ + ●  
Leg Hook Pin: ✱ + ●

### RUNNING

Back Elbow Attack: ✱  
Drop Kick: ✱ + Direction  
STATUS: FACING  
Rolling Clutch Pin: ●  
STATUS: BEHIND  
Bulldog: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Powerslam: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Shoulder Thrusts: ✱ or ✱ + ●  
Tornado DDT: ✱ or ✱ + ●  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

Double Axe Handle: ✱  
Diving Fame-Asser: ✱ + Direction  
STATUS: OPPONENT DOWN  
Knee Drop: ✱

### FINISHING MOVE

Elbow Drop: ✱ + Direction  
STATUS: OPPONENT STANDING, FACING, STUNNED  
The Fame-Asser: ✱

### TRADEMARK

STATUS: OPPONENT STANDING, FACING  
Jackhammer: ✱ + ●

## HEN SHAMROCH

### ATTACK

Low Kick: ✱  
Middle Kick: ✱ + ✱  
Back Elbow Smash: ✱ + ✱  
Body Punch: ✱ + ✱  
Standing Clothesline: ✱ + ✱

### GRAPPLE

Whip To Ropes: ●  
Club To Neck: ✱ + ●  
Hurricanrana: ✱ + ●  
Dragon Screw: ✱ + ●  
Belly To Back Flip: ✱ + ●  
STATUS: BEHIND  
Whip To Ropes: ●  
Back Drop: ✱ + ●  
Back Side Slam: ✱ + ●  
Sleeper Hold: ✱ + ●  
German Suplex Pin: ✱ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Knee Strikes: ✱ + ●  
Fisherman's Suplex: ✱ + ●  
Flipping Arm Bar: ✱ + ●  
Rolling Leg Lock: ✱ + ●

### OPPONENT DOWN

Angry Stomp: ✱ + Direction  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Mounted Punches: ✱ + ●  
Knee Smash: ✱ + ●  
Arm Bar: ✱ + ●  
Pin: ✱ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●  
Ankle Lock: ✱ + ●  
Kick To Leg: ✱ + ●  
Knee Stomp: ✱ + ●  
Leg Hook Pin: ✱ + ●

### RUNNING

Back Elbow Attack: ✱  
Spinning Wheel Kick: ✱ + Direction  
STATUS: FACING  
Spear: ●  
STATUS: BEHIND  
School Boy Rollup Pin: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Hurricanrana: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Shoulder Thrusts: ✱ or ✱ + ✱  
Superplex: ✱ or ✱ + ✱  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

Double Axe Handle: ✱  
STATUS: OPPONENT DOWN  
Elbow Drop: ✱

### FINISHING MOVE

STATUS: OPPONENT STANDING, FACING, STUNNED  
Shamrock Ankle Lock  
Submission: ✱

### TRADEMARK

STATUS: OPPONENT DOWN NEAR FEET  
Ankle Lock: ✱ + ●

## D'LO BROWN

### ATTACK

Snap Jab: ✱  
Austin Punches: ✱ + ✱  
Shuffle Side Kick: ✱ + ✱  
Double Axe Handle: ✱ + ✱  
Jumping Calf Kick: ✱ + ✱

### GRAPPLE

Whip To Ropes: ●  
Hard Scoop Slam: ✱ + ●  
Side Buster: ✱ + ●  
Suplex: ✱ + ●  
Piledriver: ✱ + ●  
STATUS: BEHIND  
Whip To Ropes: ●  
Back Drop: ✱ + ●  
School Boy Rollup Pin: ✱ + ●  
Sleeper Hold: ✱ + ●  
Atomic Drop: ✱ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Whirl Side Slam: ✱ + ●  
Back Breaker: ✱ + ●  
Sky High: ✱ + ●  
Running Powerbomb: ✱ + ●

### OPPONENT DOWN

Angry Stomp: ✱  
D'Lo Leg Drop: ✱ or ✱ + ✱  
Angry Stomp: ✱ or ✱ + ✱  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Sleeper Hold: ✱ + ●  
Mounted Punches: ✱ + ●  
Knee Smash: ✱ + ●  
Pin: ✱ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●  
D'Lo Leaf: ✱ + ●  
Kick To Leg: ✱ + ●  
Leg Lock: ✱ + ●  
Leg Hook Pin: ✱ + ●

### RUNNING

Drop Kick: ✱  
Clothesline: ✱ + Direction  
STATUS: FACING  
Neck Breaker Drop: ●  
STATUS: BEHIND  
School Boy Rollup Pin: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Pulling Walk Slam: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Frankensteiner: ✱ or ✱ + ✱  
Shoulder Thrusts: ✱ or ✱ + ✱  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Back Drop: Any Direction + ●

### TURNBUCKLE

Spinning Wheel Kick: ✱  
Front Drop Kick: ✱ + Direction

### OPPONENT DOWN

Twisting Body Attack: ✱  
Knee Drop: ✱ + Direction

### FINISHING MOVE

STATUS: TURNBUCKLE, OPPONENT DOWN  
The Lo Down: ✱

### TRADEMARK

STATUS: OPPONENT STANDING, FACING, STUNNED  
The Sky High: ✱ + ●  
STATUS: OPPONENT STANDING, FACING, STUNNED  
The Whirl Side Slam: ✱ + ●  
STATUS: OPPONENT DOWN, NEAR HEAD  
The D'Lo Leg Drop: ✱ + ✱

## THE BIG BOSSMAN

### ATTACK

Toe Kick: ✱  
Chop: ✱ + ✱  
Austin Punches: ✱ + ✱  
Double Axe Handle: ✱ + ✱  
Bossman Uppercut: ✱ + ✱

### GRAPPLE

Whip To Ropes: ●  
Headlock And Punch: ✱ + ●  
Side Buster: ✱ + ●  
Eye Rake: ✱ + ●  
Manhattan Drop: ✱ + ●  
STATUS: BEHIND  
Whip To Ropes: ●  
Back Drop: ✱ + ●  
Back Elbow Attack: ✱ + ●  
Neck Breaker: ✱ + ●  
Bulldog: ✱ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Rib Breaker: ✱ + ●  
Pendulum Back Breaker: ✱ + ●  
Stomach Crusher: ✱ + ●  
Jackknife Powerbomb: ✱ + ●

### OPPONENT DOWN

Angry Stomp: Any Direction + ✱  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Camel Clutch: ✱ + ●  
Reverse Chin Lock: ✱ + ●  
Sleeper Hold: ✱ + ●  
Pin: ✱ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●  
Kick To Groin: ✱ + ●  
Overhead Toss: ✱ + ●  
Kick To Leg: ✱ + ●  
Leg Hook Pin: ✱ + ●

### RUNNING

Clothesline: ✱  
Back Elbow Attack: ✱ + Direction  
STATUS: FACING  
Neck Breaker: ●  
STATUS: BEHIND  
Bulldog: ●

### OPPONENT RUNNING

Monkey Toss: ●  
Sidewalk Slam With Pin: ● + Direction

### OPPONENT IN CORNER

Whip To Opposite Corner: ●  
Mudhole Stomping: ✱ or ✱ + ●  
Foot Choke: ✱ or ✱ + ●  
STATUS: BEHIND  
Whip To Opposite Corner: ●  
Super Back Drop: Direction + ●

### TURNBUCKLE

STATUS: STANDING  
Double Axe Handle: ✱  
STATUS: OPPONENT DOWN  
Elbow Drop: ✱

### FINISHING MOVE

STATUS: OPPONENT STANDING, FACING, STUNNED  
Bossman Slam: ✱

### TRADEMARK

STATUS: OPPONENT STANDING, FACING, STUNNED  
Rib Breaker: ✱ + ●  
STATUS: OPPONENT IN CORNER  
Bossman attack: ✱ + ●

## SHANE MCMAHON

### ATTACK

Snap Jab: ✱  
Double Axe Handle: ✱ + ✱  
Body Punch: ✱ + ✱  
Toe Kick: ✱ + ✱  
Chop: ✱ + ✱

### GRAPPLING

Irish Whip: ●  
Scoop Slam: ✱ + ●  
Suplex: ✱ + ●  
Eye Rake: ✱ + ●  
Club To Neck: ✱ + ●  
STATUS: BEHIND  
Irish Whip: ●  
School Boy: ✱ + ●  
School Boy: ✱ + ●  
Turn Facing Front: ✱ or ✱ + ●

### OPPONENT STUNNED

Irish Whip: ●  
Hard Scoop Slam: ✱ + ●  
DDT: ✱ + ●  
Snapmare: ✱ + ●  
Hard Scoop Slam: ✱ + ●

### OPPONENT DOWN

Angry Stomp: ✱ + ✱ or ✱ + ✱  
Angry Stomp: ✱ or ✱ + ✱  
STATUS: NEAR HEAD  
Pick Opponent: ✱ + ●  
Sleeper: ✱ + ●  
Knee Smash: ✱ or ✱ + ●  
STATUS: NEAR LEGS  
Pick Opponent: ✱ + ●  
Knee Stomp: ✱ + ●  
Leg Lock: ✱ or ✱ + ●

### RUNNING

Back Elbow Attack: ✱  
Bronco Buster: Direction + ✱  
STATUS: FACING  
Neckbreaker: ●  
STATUS: BEHIND  
Bulldog: ●

### OPPONENT RUNNING

Irish Whip: ●  
Powerslam: Direction + ●

### OPPONENT IN CORNER

STATUS: FACING  
Irish Whip: ●  
Shoulder Thrusts: ✱ or ✱ + ●  
Mudhole Stomping: ✱ or ✱ + ●  
STATUS: BEHIND  
Irish Whip: ●

### TURNBUCKLE

Super Back Drop: Direction + ●  
STATUS: STANDING  
Double Axe Handle: ✱

### FINISHER

STATUS: OPPONENT DOWN, TURNBUCKLE  
Test Diving Elbow: ●  
Dragon Attack: Direction + ✱

### TRADEMARK

STATUS: OPPONENT DOWN, TURNBUCKLE  
Test Diving Elbow: ●

### FINISHER

STATUS: OPPONENT DOWN, TURNBUCKLE  
Bronco Buster: ✱ + ✱

## TRIPLE H

### ATTACK

Snap Jab: ✱  
Toe Kick: ✱ + ✱  
Chop: ✱ + ✱  
Elbow Smash: ✱ + ✱  
Standing Clothesline: ✱ + ✱

### GRAPPLE

Whip To Ropes: ●  
Scoop Slam: ✱ + ●  
Arm Wrench: ✱ + ●  
Eye Rake: ✱ + ●  
Knee Smash: ✱ + ●  
STATUS: BEHIND  
Whip To Ropes: ●  
Back Drop: ✱ + ●  
Turn Facing Front: ✱ + ●  
Dragon Sleeper: ✱ + ●  
Diving Reverse DDT: ✱ + ●

### OPPONENT STUNNED

Whip To Ropes: ●  
Jumping Arm Breaker: ✱ + ●  
Manhattan Drop: ✱ + ●  
Reverse Suplex: ✱ + ●  
Rib Breaker: ✱ + ●

### OPPONENT DOWN

Angry Stomp: ✱ or ✱ + ✱  
Double Knee Drop: ✱ or ✱ + ✱  
STATUS: NEAR HEAD  
Lift Opponent To Feet: ●  
Mounted Punches: ✱ + ●  
Knee Smash: ✱ + ●  
Reverse Chin Lock: ✱ + ●  
Pin: ✱ + ●  
STATUS: NEAR FEET  
Lift Opponent To Feet: ●

### RUNNING

Knee Stomp: ✱ + ●  
Kick To Leg: ✱ + ●  
Figure Four Leg Lock: ✱ + ●  
Leg Hook Pin: ✱ + ●

### RUNNING

Jumping Knee Attack: ✱  
Clothesline: ✱ + Direction  
Neck Breaker: ● (In Front Of Opponent)  
School Boy Rollup Pin: ● (Behind Opponent)

### OPPONENT RUNNING

Monkey Toss: ●  
Shoulder Back Toss: ● + Direction

### OPPONENT IN TURNBUCKLE

Whip To Opposite Corner: ●  
Foot Choke: ✱ or ✱ + ●  
Shoulder Thrusts: ✱ + ●  
Foot Choke: ✱ + ●

### STATUS: BEHIND

Whip To Opposite Corner: ●  
Super Back Drop: Any Direction + ●

### TURNBUCKLE

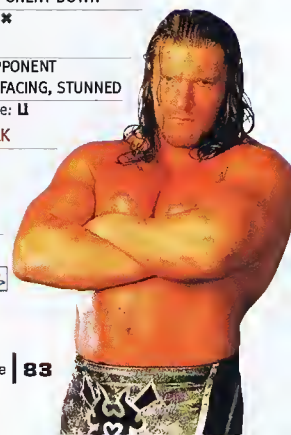
Double Axe Handle: ✱  
Flying Clothesline: ✱ + Direction  
STATUS: OPPONENT DOWN

### FINISHER

Knee Drop: ✱  
STATUS: OPPONENT STANDING, FACING, STUNNED  
The Pedigree: ✱

### TRADEMARK

STATUS: OPPONENT STANDING, FACING  
Knee smash: ✱ + ✱





# ANY QUESTIONS?

Lost in *MediEvil 2* or suck at *Everybody's Golf 2*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail [playstation@acp.com.au](mailto:playstation@acp.com.au). Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



*MediEvil 2's Sir Dan loses a limb everytime an opponent wallops him.*

**R:** Even though he's dead, which would usually hinder bodily movement quite a lot, Dan Fortesque is a nimble little chap and can fight his way out of some pretty hairy situations. But if you're really having trouble with the evil undead, and your sword isn't as sharp as it used to be, try using this handy code to access the

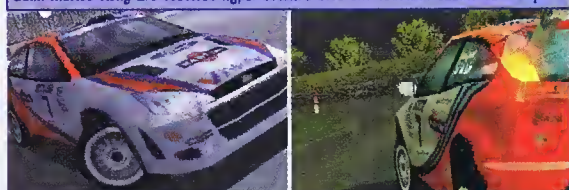
Cheat mode. During the game hold **L2** and press **←**, **↑**, **■**, **▲**, **→**, **○**, **↑**, **■**. Then

pause the game and press **↓** repeatedly until another option appears. This will enable you to choose cheats from unlimited health, all weapons, level skip and unlimited money selections. Now get stuck in.

## MEDIÉVIL 2

**Q:** Richie, I've come across some sticky sections in *MediEvil 2*, so I'd like some cheats (especially a level skip one) if they exist. I'll be forever grateful!  
*Raece, SA*

*Colin McRae Rally 2.0 features hyper-detailed cars and fabulous scenic backdrops.*



## COLIN MCRÆ RALLY 2.0

**Q:** Are there any cheats for *Colin McRae Rally 2.0*? My mate and I want 'em! Thanking you in advance.

*Halmthead, via e-mail*

**R:** *Colin McRae Rally 2.0* saw the Ford's new Focus replace the first game's Subaru Impreza. However, if you're having trouble with the Ford, or you want a bit of a giggle with some comedy options, try typing in these names at the Create New Driver Profile screen.

All cars: ONECAREFULOWNER  
Lancer Road Car: OFFROAD  
Mini Cooper: JOBINITALY  
Sierra Cosworth: JIMMYSCAR  
Ford Puma: COOLESTCAR

All levels: HELLOCLEVELAND

Enter the following codes at the Cheat Options screen.

Mirrored tracks:

RORRIMSKART

Shoot fireballs:

GREATBALLSOF (Use the handbrake to shoot fireballs in Arcade mode.)

The following are only effective in Time Trial or single stage Rally modes.

Bouncing collisions:

RUBBERTREES

Monster truck wheels:

EASYROLLER

Low gravity: MOONLANDER

Turbo mode: ROCKETFUEL

Faster game: PRUNEJUICE

Aggressive CPU cars:

NEURALNIGHTMARE (This is only effective in Arcade mode.)

And Mr Halmthead, it really is my pleasure.

## STREET SKATER 2

Not since the invention of the self-assembly shed has a simple plank of wood provided so much entertainment. In the park, in your garden and on the street, grazed knees and scrapped elbows have become the badge of skateboarders everywhere. But for those who still regularly get their voluminous shorts trapped in the wheels, here are a few stylish codes to enter during play.

Unlock all characters: **←**, **←**, **○**, **○**, **L2**, **■**, **→**, **R2**

Unlock all tracks: **←**, **→**, **←**, **→**, **○**, **○**, **R1**, **■**

Max player's status/trick level: **L1**, **■**, **←**, **←**, **R2**, **←**, **R1**, **←**

Unlock movies: **R2**, **R2**, **L1**, **L2**, **L1**, **R1**, **R1**

Unlock all boards: **○**, **○**, **■**, **○**, **■**, **■**, **○**, **R1**

Change clothes: When selecting character, press and hold **L1**, **L2**, **R1** or **R2**



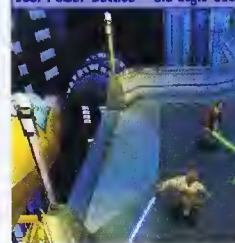
*Street Skater 2 will give you blisters.*

## JEDI POWER BATTLES

**Q:** I've almost finished *Jedi Power Battles* and want to know what all the hard work was for? Are there many (or any) bonus items or anything to open up? I'm dying to know because I've been on the last level for ages! Please help, Richie!

*Netty, NSW*

*Jedi Power Battles - old-style action.*







**R:** Once you've ploughed through *Power Battles*, check out the extra characters you can pick up. If you fancy a bit of the dark side, finish the game as Qui Gon Jinn, restart, highlight Qui Gon, hit select and Darth Maul will appear. Reckon Amidala stands a chance in the battle? Finish the game as Obi Wan and repeat the last process to get your hands on the girl. Your final character is



*Everybody's Golf 2 is easy to play, but very difficult to master.*

Captain Panaka. Finish the game as Plo Koon, repeat the above and El Captain is yours. He fights with pistols and fisticuffs too. Excellent.

If you fancy opening the four bonus levels, you'll have to have at least three characters at level 10 with 100 skill points each. Finish the game with a fourth character and you'll open up a pair of new games. Beat it with a fifth equally high-level character and the last two are opened. Beat the fourth game killing all 100 enemies (extremely hard) and you'll get the Ultimate Sabre to tinker with next time.

## EVERYBODY'S GOLF 2

**Q:** I've just taken up golf, and I was also given *Everybody's Golf 2* for my birthday. I'm loving playing both but, in short, I really suck at them! I thought I'd be better at *GG2*, but I'm not. Richie, if you could give me some tips, I would love you forever!

Simone, WA

**R:** When you put it like that, how can I let you down?

*Everybody's Golf 2* might look cute, but there are holes out there nastier than a diamond-design yellow Pringle sweater. These are some of the trickier tykes. National Greens: Keep an eye out for the 10th and its split fairway and water hazard. Either lay up or hit long to reach the green on this par four.

Death Valley: A true test of accuracy. While the courses themselves are none too tough, the bunkers that line the fairways demand true driving. Choose characters renowned for accuracy, like Sam and Freddie, and aim straight.

Emerald Forest: Like Death Valley, this course offers no respite from those bunkers: a number of them surround the 13th. The 12th also offers a colon-shaped water feature that has to be driven directly over to reach the fairway.

King's Garden: The fifth hole on this course must rate as one of the toughest in the game. The first water is easily beaten, but the moat that surrounds the pin is particularly nasty. Caution is also vital on the sixth, as the only route is to pull over to the fairway on the right.

Blue Water: On the ninth, a tee shot of incredible accuracy is needed to avoid the two bunkers. And, if you become over-confident, the water at the end will gobble up any long seconds.

*Rollcage Stage II is a real thriller of a racer.*



## GRAND THEFT AUTO 2

The streets of *Grand Theft Auto 2* are less than friendly at the best of times and immersing yourself in a big pot of criminal activity doesn't do much for your life expectancy. Fortunately the good people at developer DMA saw fit to slip in a couple of cheats that might keep you out of trouble. Getting shot of the coppers helps, then it's simply down to your skill at wiping out the wasteland warriors. Tool yourself up with an array of weaponry and enter the fray. Just punch in these aliases instead of your own name.

1,000,000 points: BIGSCORE  
\$500,000: MUCHCASH  
5x multiplier: HIGHFIVE  
All weapons/ammo: NAVARONE  
Debug mode: NOFRILLS  
No cops: LOSEFEDS  
Level select: ITSALLUP  
Max wanted level: DESIRES  
Unlimited energy: LIVELONG



*Grand Theft Auto 2 gives you complete freedom to do whatever you wish.*

## ROLLCAGE STAGE II

**Q:** Hey mate, I have an easy request for you. All I want is cheats for *Rollcage Stage II*. See, told ya, it is an easy one! No sticky situations and I'm not stuck in a hidden level of some obscure foreign game from five years ago, this time... Go on, what are you waiting for? Help me! And I'm meant to say "please", aren't I?

Mr Easy, NZ

**R:** As exciting as pouring distilled adrenalin into your veins, *Rollcage Stage II* is the racer that takes to the track – and the roof – in search of excitement. Take a break from

getting high on those octane fumes to input these codes and unlock all those fancy extras.

ATD Ghost Cars: WLL.IF.IT.  
AINT.THEM.PESKY.KIDS.  
Demolition Modes: IS.IT.  
COLD.IN.HERE.OR.IS.IT.JUST.ME?  
Meagre Speed: LOOK.OUT!.  
ITS.ANDY.GREEN  
Mirror Mode: I.AM.THE.  
MIRROR.MAN.,0000000000!  
Pursuit Mode: PURSUIT,.A.  
SUIT.MADE.FROM.CATS.  
Rubble Soccer Mode  
IM.OBVIOUSLY.SICK.AS.A.  
PARROT  
Survivor Mode:  
HERE.TODAY.,GONE.,LATE.  
AFTERNOON



NO WORRIES



All Combat Tracks: YOU.  
HAVE.A.LOTA.EXPLODING.  
TO.DO  
All Tracks: NOW.THAT'S.  
WHAT.I.CALL.RACING.147  
All Cars: WHEELS,.METAL.,  
ITS.....THE.BIN!  
Everything: I.WANT.IT.ALL.  
AND.I.WANT.IT.NOW!  
Make Masters Very Hard:  
MASTERS.IS.AS.HARD.AS.  
NAILS.MON!

### SYPHON FILTER 2

**Q:** Could you please print some  
*Syphon Filter 2* cheats? I

want to knock this game over and  
cause some chaos!

*Jimmy Jones, via e-mail*

**R:** The round-shouldered  
Gabe Logan and the Syphon  
Filter virus were one of the  
surprise hits of last year.  
Now he has entered the  
pantheon of PlayStation  
heroes where his name sits  
on the A-list with the likes of  
Croft, Snake, Squall and that  
blue Nissan Skyline from  
*Gran Turismo*. Add to his  
burgeoning fame with these  
helpful cheats.

**Level Select:** Once the  
mission is under way hit  
Pause and go to the map.  
Press and hold **←**, **L2**, **R2**, **○**,  
**■** and **✕** at the same time.  
Now go to the Options menu  
and choose the Cheats menu.  
**Special Agent Mode:** Take a  
break from the action by  
hitting Pause and place the  
cursor over Weaponry on the  
Pause menu. Press and hold  
**Select**, **L2**, **○**, **■** and **✕**. Enter  
the Options menu and select  
Cheats to activate the  
Special Agent mode. Now all  
enemies will die after a  
single shot.

**Synthesizer** is your reward.  
Located under the banner of  
the GT League, it creates a  
race to further test your  
driving abilities. A track is  
chosen at random from the  
27 on offer, but uniquely  
they can also be run in  
reverse formation. If the  
Laguna Seca Corkscrew  
wasn't tricky enough before,  
negotiating it uphill is  
entirely different. Also, each  
event is geared towards the  
car that you enter into it. A  
Mini won't be forced to go  
up against racing Skylines  
just because the difficulty is  
set to maximum. Instead, it  
will face a field of expert  
drivers all behind the wheels  
of similarly-powered  
machines. The reverse is also  
true. If you class yourself as  
a beginner, you might be  
driving an Alfa Romeo  
Touring Car, but the field will  
be built up of your peers in  
similar cars.

Stealth plays a major role in *Syphon Filter 2*'s gameplay.



### GRAN TURISMO 2

**Q:** Help! I can't win the Event  
Synthesizer. I'm wondering if you  
guys can help me on this one?  
*Simon By, ACT*

**R:** After the hard slog of  
completing the Special  
Licence, the Event

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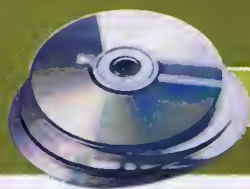
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# it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.

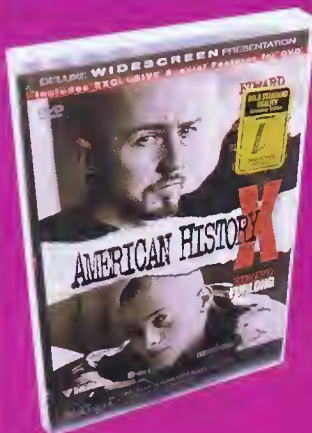
NAME OF THE GAME	AIM OF THE GAME	HOW TO PLAY	PSM VERDICT
<p>World Karting is the first kart game that doesn't have furry or colourful little characters! Leigh Harrison (SA) gets a copy of <i>Syphon Filter 2</i> for his top effort!</p> 	<p>This would be a pure go-karting simulation. Just like the high-tech and high-budget Formula One teams, kart enthusiasts could spend hours tweaking and maintaining their zippy little machines. A lot of the game would be based around kart set-up. Don't fret, though, plenty of racing is in there as well!</p>	<p>Pretty self explanatory for a racing game, but the modes included in this one would include arcade, championship, practise, single race, two-player and arcade. The tracks would all be fictitious, but feature different international settings.</p>	<p>Believe it or not, members of the PSM team recently took out top honours in a gaming industry go-karting event and are currently hooked on this mini form of motor sport. This sounds like a cool little play. Wear your helmets.</p> <p>8</p>
<p>We don't know what parties David Russo (NSW) goes to, but his game idea called <i>21</i> is definitely a worry!</p>	<p><i>21</i> is based around a 21st birthday party where your friend has been killed by a drunken stranger. Now he's after you! If that's not enough, everything else is going haywire, too! The phone lines have been cut, there's no mobile phone service, and it's dark...</p>	<p>The game has a few different principles that you should stick to. Ultimately, you want to defeat the killer, but until then make sure that you stay close to other party goers, work out all the good hiding spots and plot your way out of there!</p>	<p>We like this idea, but with one exception – the game should move beyond one environment (ie. the house). We believe the house is a good starting point for this plot, but not enough to base the entire game around. Keep working on it!</p> <p>7</p>
<p>Looks like Rod Murchison (Tas) is a little punch drunk. He came up with this funny beat 'em up called <i>International Sports Riot</i>.</p>	<p>In the tradition of the military, the point of this baby is to successfully guide your chosen army of rowdy, drunken vandals through a series of missions as they follow their team in their respective championships. In short, you play as sports fans that love to riot!</p>	<p>There are a lot of different scenarios in this game that give you the opportunity to incite a riot. Most of them are unlikely events like the Portuguese rugby team beating the All Blacks or Michael Jordan deciding to play for another NBA team. So, of course, you start a riot against rival fans! There are even weapons available to do battle with...</p>	<p>Along with many other concepts, this would not only take a lot of money to licence teams and sports stars, but the gameplay would be very, very difficult to get right. Would the fighting be an all-out battle against multiple opponents, or would you fight foes one at a time like Jackie Chan? Nice cover and great fun, in theory.</p> <p>6</p>
<p>Andrew Harris (NZ) is rugby mad and one day wants to become an All Black. Until then, he'd be satisfied with a solid PlayStation rugby game. <i>Super 12 2</i> is his idea.</p>	<p>The Super 12 rugby comp is the most competitive outside the internationals. The only international team present is Otago, along with Queensland, NSW, ACT, Wellington and Canterbury. Each of the squads would have real players, likenesses and statistics as well. You must try to win the cup.</p>	<p>As it's a rugby sim, you take on the other teams in games of rugby. Each of the teams have different strengths, so you should watch out that you don't get outpaced out wide in the backs, or end up in a stretcher from taking on some of the bigger forwards. Or Jonah!</p>	<p>We can't wait for another rugby game. <i>Lomu</i> was good, and the forthcoming <i>Rugby 2001</i> from EA is still somewhat hazy. This sounds good and features interesting elements, but without the international flavour it would probably suffer in game sales.</p> <p>6</p>
<p><i>Supertruck Racing</i> by Graham Dorries (Qld) is a fair idea, but it's a little slow off the mark.</p>	<p>The aim, of course, is to win races, and the more the better! You start the game as a budding C class driver. By winning money you can advance through the ranks and compete in the European and American championships, which is where the serious prize money and sponsorship deals lie.</p>	<p><i>Supertruck</i> and model upgrades are available with enough money. The only way to earn yourself a living from racing, though, is to be consistently first across the finishing line. Of course, racing in the better grades requires more skill, but the rewards are much more lucrative.</p>	<p>We do like this concept, however, the only difference from any other racing game is that this is with trucks, not cars. If a good game engine could be developed so the poor handling of the trucks could still manage to be fun, then this would be a decent play.</p> <p>4</p>





## [DOWN LOADING]

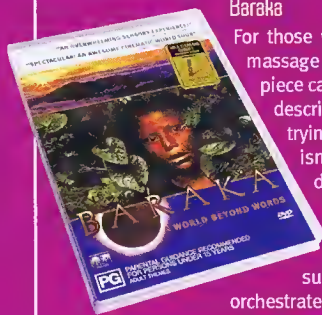
### dvd reviews



#### American History X

*American History X* is one of the most socially confronting movies that has ever come out of Hollywood. Perhaps it's a sign of the times that someone was even prepared to pay for such a production, but what is presented is shocking. Shockingly good. With furore over what is and isn't responsible filmmaking and how violence should be correctly portrayed in movies is a valid issue. Wherever your values may lie, there is no doubt that *American History X* directly addresses racism in Western culture with challenging techniques. Apart from two isolated scenes, the movie is not filled with excessive violence. The plot is definitely its driving force. It is the story of Derek Vinyard (Edward Norton) who becomes a Nazi sympathiser and leader after the murder of his father. Derek manages to reform after being jailed for two violent murders. Led by Norton, the cast is fantastic, with Ed Furlong earning plenty of respect playing Derek's younger brother Danny. It's the element of everyday reality that makes it so frightening. **RY**

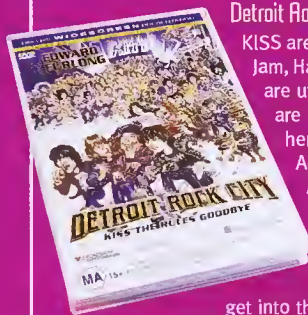
Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Deleted scene, trailer. |  
Verdict: Significant, challenging, brilliant. | 10/10



#### Baraka

For those yet to see *Baraka*, you're set for a sensory massage that only a first time round viewing of this piece can provide. Such a film really does defy simple description and often the essence of what the film's trying to achieve is lost in trying to do so. *Baraka* isn't quite a documentary, but it can be described as a cinematic experience. This gem is shot on 70mm film (most mass-distributed films are shot on 35mm) and in 24 countries around the world. There is no storyline as such, and the only narrative are the images and orchestrated music. The cool thing is, you really are able to draw your own conclusions. Spectacular! **RY**

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: Trailer, crew interviews, featurette. |  
Verdict: I wish it were my first time! | 9/10



#### Detroit Rock City

KISS are the kings of glam rock. It's the late '70s and Jam, Hawk, Lex and Trip are a group of wannabes that are utterly obsessed with the band. The four boys are hell-bent on getting to Detroit to see their heroes Gene (credited as an Executive Producer), Ace, Paul and that other bloke jammin' it live. Against all odds, rules and the insistent resistance of Jam's God-fearing mum, they set off in a Volvo for 'the gig of the century'. Without tickets, though, the teens are in for one helluva night, and whether they actually get into the gig or not becomes a side issue! Suffice to say, the boys do a lot of growing up... **RY**

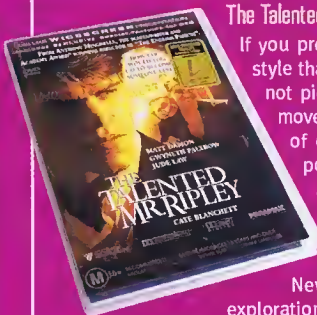
Price: \$34.95 | Rating: MR15+ | Release date: Out now | Extras: Music videos, commentaries, deleted scenes, behind the scenes. |  
Verdict: All a little too obvious. | 6/10

### movie review



*The Adventures of Rocky and Bullwinkle* It was way back in 1964 that the last episode of *Rocky and Bullwinkle* aired, and the squirrel and moose have been trapped in permanent re-runs ever since. Unfortunately, the laughs for anyone who has grown out of Saturday morning TV are sadly lacking in *Rocky and Bullwinkle's* big screen debut – the movie's at its funniest when the characters are self-reverential. Perhaps it's just that 90 minutes is far too long, as their skits in the cartoon went for a few minutes at best. Or perhaps it's just a really bad idea to drag them out of their wonderfully primitive cartoon backdrops – the real world seems drab by comparison. Even high-powered cameos like Robert De Niro, Billy Crystal and Whoopi Goldberg can't salvage a film that will be sadly disappointing for nostalgic fans, and probably totally bewildering for everyone else. **JH**

Rating: M15+ | Release date: Now showing | Verdict: They just couldn't pull a rabbit out of the hat again! | 5/10



#### The Talented Mr. Ripley

If you prefer your movies to come with a pace and style that doesn't act as a sedative, you'll probably not pick this DVD off the shelf. This tight thriller moves at a fast pace and enjoys an engaging cast of characters. Matt Damon plays Mr. Ripley, a poor American who, after borrowing a friend's Princeton jacket, is mistaken for a fellow student of a respected shipping magnate's renegade playboy son (Jude Law), and is hired to bring him back to his senses and New York. It's ultimately more of a character exploration than a real thriller, but it's thoroughly entertaining. **NP**

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: Commentary, documentary and music videos. |  
Verdict: A thoughtful thriller with some unpredictable developments. | 8/10



#### The Sixth Sense

Writer-director M. Night Shyamalan's third film is a studied, brilliantly structured, meditation on death and the afterlife. Bruce Willis is spot-on as an award-winning child psychologist assigned to a withdrawn young boy who claims to be in contact with the restless spirits of the recently dead. Happily, Shyamalan goes easy on the spook effects and concentrates on the crucial relationship between Willis and the boy, Cole (superbly played by Haley Joel Osment). A gripping, thoughtful film that knows exactly where it's going and – yes, yes – is even better the second time around. **AL**

Price: \$34.95 | Rating: M | Release date: Out now | Extras: Interviews, commentary. |  
Verdict: The kid did it. Or did he? | 9/10



## net sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

### OFFICIAL MAT HOFFMAN

[www.activision.com/games/mat Hoffman/](http://www.activision.com/games/mat Hoffman/)

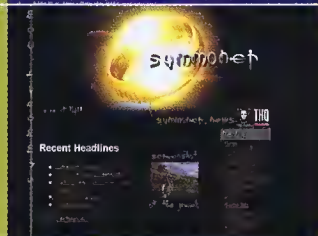
Just like all the skateboarding gamers around the world, BMXers have been waiting for a game to call their very own. The good news is that, just as skaters were granted their wish last year when Activision released *Tony Hawk's Skateboarding*, Mat Hoffman's Pro BMX is just around the corner, so the prayers of two-wheeled bandits everywhere will soon be answered. Check out this Web site for all the latest.



### PS2 EPIC ADVENTURE

[www.summoner.com](http://www.summoner.com)

This highly anticipated adventure game is so packed with techy graphical features, it is sure to give the PS2 a workout. *Summoner* looks to have gone from strength to strength since its debut at this year's E3, and will be one of the most cinematic adventures that has ever been seen. This site has developer interviews, game news, features and also a few bits and pieces that will help you out in the game.



### CONCEPT ART

[www.blindmonks.com](http://www.blindmonks.com)

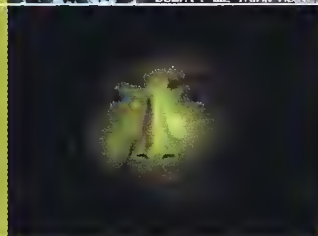
If you're a fan of comics or game concept art then this site should definitely be checked out. The artists featured on this peculiarly titled site are mostly American and plenty of their pieces up on display. The mini-bios that accompany their pieces also reveal that they're huge gaming fans and that's A-okay as far as PSM is concerned! If you think you're handy with a pad and pencil, you might even be able to pick up a few tips!



### WHO IS JOHN COAD?

[www.fraejihojncord.com](http://www.fraejihojncord.com)

Go on, hit that Enter button. Some international affairs require urgent attention. The mystery continues...



### STYLIN' UP

[www.oxfordshop.com.au](http://www.oxfordshop.com.au)

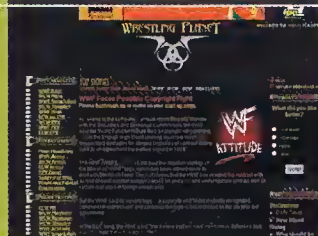
Contrary to popular opinion (and despite what our families may have you believe), PSM isn't a motley crew of thong-wearing lounge lizards! In fact, we try to look our darn best and consider ourselves at the cutting edge of fashion. Okay, that may not be entirely true, but Oxford Shop is one of our favourite places to pick up threads so that we can pretend we have glamorous lives! Cool site, but cooler clothes.



### NECKLESS WONDERLAND

[www.wrestlingplanet.com](http://www.wrestlingplanet.com)

Here's a site that all grapplers should love. Featuring results from around the globe, Wrestling Planet promises you won't miss a single slam. Get the goos or re-live a fantastic year which saw, among other triumphs, Kevin Nash become WCW Heavyweight Champion for the third time by "Destroying the Chosen One Jeff Jarrett with a Jackknife Power Bomb". If that makes sense, then Planet's the place for you.



### N-GEN GENIALITY

[www.curlymonsters.com](http://www.curlymonsters.com)

If you prefer things that go very fast, we recommend this site. It's the home of those clever coders behind *N-Gen Racing*. A quick Q&A with the lads turns into a veritable lecture on the background to the game in an article that lists all the jets, all the tracks, and goes in-depth on the rules of this (virtual) sport. Discover what bits you're supposed to bolt on your jet and how the Magic 12 Time Trial works. Of course, we only liked it because it has a spanky rotating jet on the page. Svelte.



## cd reviews

28 Days  
*Upstyledown*  
(Sputnik)



Melbourne's premier quintet of rap-rockers has outdone themselves again. *Upstyledown* is driven pretty hard by chunky guitars, bass lines that pump along fast and strong, and those characteristic drumbeats that have already helped win the lads a big following. The album comes at you, hooks you into a rhythm and has no hint of letting up. And this is where the strength of 28 Days lies. They haven't forgotten what rhythm is! Front man and lead lyricist, Jay, impresses with grooved, witty vocals, and scratch-happy Jedi Master Jay on turntables gives a groovy edge and adds a new dimension to an otherwise mosh-inclined LP. **RY**

Verdict: Let it rip. | 8/10

De La Soul  
*Art Official Intelligence*  
(Tommy Boy)



No other hip-hop act has succeeded in staying together for five great albums without duetting with Mariah Carey, embracing rap-rock or becoming a lame parody of themselves. Once again the class act that is Messrs. Mase, Pos and Dave (formerly Trugoy) have balanced sharp, intelligent raps with a daft sense of humour in their latest offering – between song skits suggest the album is sponsored by cookies. They also revive the lost art of block-rocking the party on *Oooh* and find time to pass the mic to special guests Redman, Chaka Khan and the Beastie Boys. Result. **SR**

Verdict: Supreme team. | 8/10

Wyclef Jean  
*The Eclectic*  
(Columbia)



The second solo CD from one-third of The Fugees, *The Eclectic* is a lightweight affair with some catchy, poppy hip-hop and reggae and so-so rapping. Mr Jean is obviously irritated by the shadow the Refugee Camp casts over him, and his attempt to move away from the cool hip-hop, reggae and gospel rhythms of *The Score* means *The Eclectic* is, as was *The Carnival* before it, a commercial record of no lasting quality. There are collaborations from Pink Floyd, Kenny Rogers, WWF's The Rock and Whitney Houston, which are all fun. But overall, *The Eclectic* doesn't push any boundaries. **RK**

Verdict: Hip-hop lite. | 7/10

Coldplay  
*Parachutes*  
(Parlophone)



Welcome to Coldplay, the latest glum-rockers on the block with a debut album that – surprise, surprise – is rammed full of swirling guitars, teenage abandonment and, well, miserable stuff. Obvious enough, but Coldplay pull their shapes well: chunking guitar riffs, whiny high voices, all topped off with a swift tinkle on the melancholic ivories. So what else is there? Erm, not much. Indeed, closing track *Everything's Not Lost* sums it all up by, yes, banging on yet again about feeling neglected and everything being lost. The new Radiohead, then? In their dreams... **DM**

Verdict: Cheer up, for our sake. | 6/10





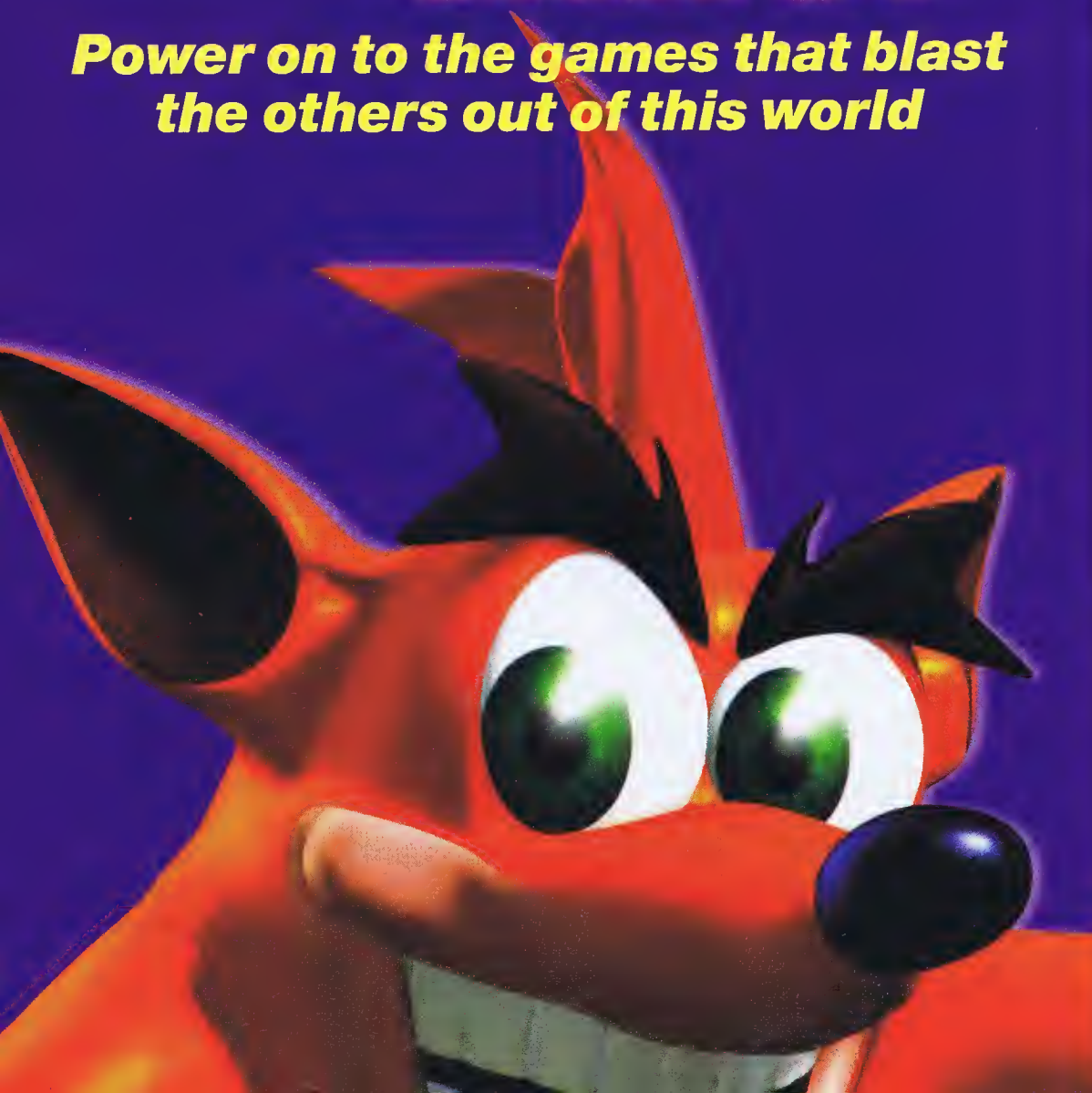


Australia's No. 1 retailer for Sony PlayStation games.

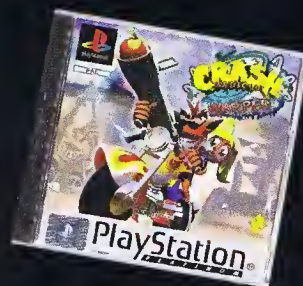
**Kmart**

# It's CRASH time!

**Power on to the games that blast  
the others out of this world**



Crash 3  
Warped



Crash  
Bandicoot 2



Crash  
Bandicoot



Spyro 2



Tekken



Final  
Fantasy  
VIII



Tarzan





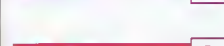
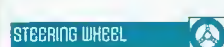


Title	Style	Price	Icon	Description	Scores
Ape Escape	3D platformer	\$69.95 NZ\$79.95		The monkeys will drive you bananas in this challenging platformer.	9
Beatmania	Disc-jockey sim	\$129.95 NZ\$149.95		One of the funkiest PlayStation games and hilarious with your mates.	7
Bishi Bashi Special	Party game	\$89.95 NZ\$109.95		Fantastic fun. Over-the-top, Japanese mayhem at its finest.	8
Colin McRae Rally 2.0	Rally sim	\$89.95 NZ\$119.95		Rallying reaches new heights of realism – fast, scary and varied.	9
Crash Bandicoot 3: Warped	Platformer	\$39.95 NZ\$39.95		Loads of variety and brilliant fun for fans of the bushy-browed marsupial.	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95		Fantastic party game that stars the world's favourite bandicoot.	9
Destruction Derby Raw	Smash 'em up derby	\$69.95 NZ\$79.95		Tons of variety and a superb four-player mode – crashing a car has never been more appealing.	8
Discworld Noir	Point 'n' click adventure	\$79.95 NZ\$99.95		The most atmospheric and visually stunning adventure of its type.	8
Everybody's Golf 2	Arcade golf	\$49.95 NZ\$69.95		One of the best sports games you can buy.	9
Fear Effect	Action adventure	\$89.95 NZ\$99.95		A genre-busting, puzzle-filled adventure with cinematic presentation.	8
Final Fantasy VIII	Role-playing game	\$39.95 NZ\$39.95		A role-playing masterpiece and one of the most mesmerising games ever.	10
Formula 1 '99	Motor racing sim	\$79.95 NZ\$99.95		A comprehensive F1 game with superb handling and visuals.	8
Gan Turismo 2	Sports car racing	\$79.95 NZ\$89.95		The very best just got better. More cars, tracks and rally racing.	10
Grand Theft Auto 2	Criminal action adventure	\$89.95 NZ\$119.95		Controversial and addictive, GTA2 will have you in a virtual underworld of crime.	9
Hogs Of War	Pig warfare	\$69.95 NZ\$99.95		Surprisingly tactical roaster, with strategy and character progression – top multiplayer larks.	8
In Cold Blood	Action adventure	\$69.95 NZ\$99.95		Possibly this year's most challenging game – a refreshing new take on the stealth 'em up genre.	8
ISS Pro Evolution	Soccer sim	\$79.95 NZ\$109.95		The Konami team have outdone themselves once more with the best soccer game ever.	10
Jedi Power Battles	Fighting adventure	\$89.95 NZ\$99.95		Slick, entertaining and eminently playable challenge in the Star Wars universe.	8
MediEvil 2	Arcade adventure	\$49.95 NZ\$69.95		Fun and very playable adventure romp.	9
Metal Gear Solid	Sneak 'em up adventure	\$49.95 NZ\$69.95		Simply the best game ever made, now on Platinum.	10
Micro Maniacs	Wacky racer	\$79.95 NZ\$119.95		There's no finer eight-player racing game on PlayStation.	9
Muppet RaceMania	Kart racer	\$49.95 NZ\$69.95		Superb kart racing with all your favourite furry Muppets.	9
Music 2000	Music creation	\$79.95 NZ\$119.95		An improved interface with more options, this is better than its great predecessor.	9
NBA Live 2000	Basketball sim	\$89.95 NZ\$99.95		The newly crowned basketball king for the PlayStation.	9
Need For Speed: Porsche 2000	Racing	\$79.95 NZ\$99.95		Sheer heaven for any Porsche fan. A top racing game with high performance machines.	8





Title	Style	Price	Icons	Description	Score
Oddworld: Abe's Oddysee	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality.	9
Point Blank 2	Shoot 'em up adventure	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun – a great sequel with the Doctors.	7
Quake II	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
Ready 2 Rumble Boxing	Arcade boxer	\$89.95 NZ\$119.95		An entertaining boxing game with more flair than any other!	7
Resident Evil 2	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring.	10
Resident Evil 3 Nemesis	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge the best gamers.	9
Rollcage Stage II	Futuristic racer	\$49.95 NZ\$99.95		Defy gravity once more in this excellent racer.	9
Shane Warne Cricket '99	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9
Silent Hill	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc – don't play this game alone.	8
Spider-Man	Adventure	\$69.95 NZ\$99.95		The first truly successful superhero game packed with web-flinging, wall-crawling action.	9
Spyro 2: Gateway To Glimmer	3D adventure	\$39.95 NZ\$39.95		Cute 3D platformer with much charm and challenge.	9
Star Trek: Invasion	Space combat	\$79.95 NZ\$99.95		Impossible, but true – a fun Star Trek game! The definitive 3D space shooter.	9
Star Wars: The Phantom Menace	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie.	9
Sydney 2000	Olympic button basher	\$79.95 NZ\$99.95		Easily the best-looking athletics sim on PlayStation. Nothing new gameplay-wise, but great fun.	8
Syphon Filter 2	3D action adventure	\$69.95 NZ\$89.95		Even better than its popular predecessor.	9
Tekken III	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups.	10
Time Crisis	Shoot 'em up adventure	\$39.95 NZ\$99.95		The grooviest, bloodiest lightgun adventure.	9
TOCA World Touring Cars	Driving	\$79.95 NZ\$99.95		The best in the TOCA series by a long margin – non-stop racing thrills and spills.	9
Tomb Raider: The Last Revelation	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration!	10
Tony Hawk's Pro Skater 2	Skateboarding sim	\$79.95 NZ\$99.95		The superb sequel to THS, with an amazing collection of stunts and high-quality animation.	9
Um Jammer Lammy	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to PaRappa with a collection of guitar-based tunes.	8
Vagrant Story	Action RPG	\$79.95 NZ\$99.95		An addictive RPG that borrows from action games set in an original fantasy world.	9
Vib Ribbon	Musical party game	\$39.95 NZ\$39.95		In the same vein as Jammer Lammy, you get to bop along to music and use your own music CDs!	7
Wipeout 3	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack.	10
WWF Smack Down	Wrestling sim	\$89.95 NZ\$99.95		The thinking man's clinch 'em up, SmackDown is a solid, no-nonsense slap and grapple.	8







## [DOWN LOADING]



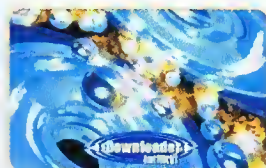
He moves just like a spider can, and this month our heroic webbed friend makes his long-awaited PlayStation debut. He's in good company, with Marvel Comics' *H-Men*, *TOCA WTC's* saloon cars and *Tenchu 2's* ninjas all waiting in the wings.



**Step 1:** Pop up the lid and place PS1's disc into your lucky PlayStation.



**Step 2:** Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



**Step 3:** Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



**Step 4:** Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to this address (left) and we'll send you a replacement.



### SPIDER-MAN

Publisher: **Activision**  
Style: **Action/adventure**  
Program: **Playable demo**

*Spider-Man*, the people's hero, has caught up with modern technology at long last and got himself his very own PlayStation game. You join our hero as a gang of crooks is holding up a bank in New York. They've taken hostages and it seems that no one can stop them. Use your spider sense to detect danger and your compass to point you in the right direction. Only you, your web and your tight jumpsuit can save those hostages now.

#### Controls

- Punch
- ▲ Trap web
- Kick
- ✕ Jump
- Select End demo
- ←↓↑→ Move Spidey
- L1 Look around
- R2 Swing web
- R1 Web zip line
- ↑+▲ Impact web
- ↓+▲ Web yank
- +▲ Web dome
- ←+▲ Web spikes
- +▲ Grab move

#### Additional Features

The full game boasts four modes, a dastardly plot, all Spidey's most feared enemies and cameos by some of his superhero mates, such as the Silver Surfer.

#### Further Information

Check out our review on page 62.



Publisher: **Bidos**  
Style: **Kart racer**  
Program: **Playable demo**

### DISNEY WORLD MAGICAL RACING

To the joys of kart racing comes a little Disney magic. There are two modes on offer – Time Trial and Adventure mode – and 10 characters to try out. Time Trial sets you against the clock. The Adventure mode is more complex, with plenty of opposition, weapons, boosts and fun all on one track.

#### Controls

- ✕ Accelerate
- Brake
- Horn
- ▲ Change view
- R1 Hop/powerslide
- R2 Change view
- L1 Activate special power-up
- L2 View map/speedometer
- ←/→/↓ Left/right/reverse

#### Additional Features

In the full game you can choose from 13 Disney characters, race on tracks based on



Walt Disney World attractions, and play a split-screen two-player mode.

#### Further Information

Check out our review in *PSM* 37 (page 78).





## TOCA WORLD TOURING CARS

Publisher: **Codemasters**  
Style: **Racing sim**  
Program: **Playable demo**

Arguably the most exciting of motor-sports, touring car racing certainly makes for a good videogame. Our demo has two races on offer. First, a Free Race at Hockenheim. Before heading out you may want to go to the car options and tinker with your car set-up. The second is a Time Trial on the Catalonia circuit. Alternatively, if both of these sound a little overwhelming, you can simply admire the game's stunning graphics in the Demo mode.

### Controls

- × Accelerate
- Brake
- Handbrake
- ▲ Change camera
- R1 Rear view



- R2/L2 Change gear up/down
- L1 Damage detector
- Start Pause

### Additional Features

A Career mode with over 11 international championships, 40 cars and 23 tracks.

### Further Information

Read our playtest on page 56.



## RAYMAN 2

Publisher: **Ubi Soft**  
Style: **3D platformer**  
Program: **Playable demo**

Considering his limbs don't seem to be attached to his body, this little fellow isn't doing too badly. We join Rayman in the middle of the swamp where evil pirates are after him. You need to guide him through the level, freeing the Murfys from the cages as you go. There are two cages in the demo; pick up the fireflies en-route to boost your health. Watch out for the pirate bombs – shoot them down before they reach you. You'll need to be quick on your feet too, or you could find yourself up to your neck in it and having to start all over again. Collecting the green fireflies will save your progress halfway through the level.

### Controls

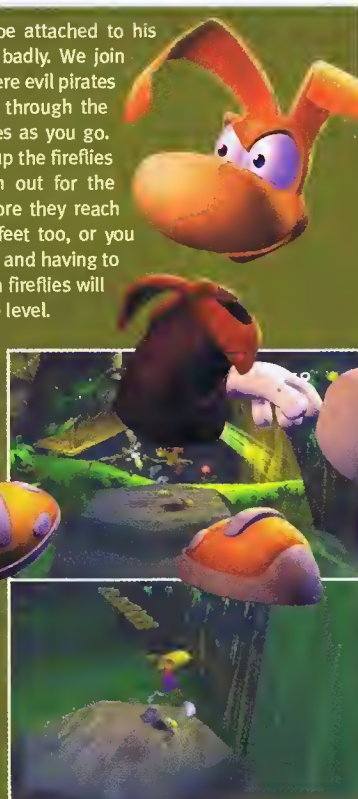
- × Jump/helico
- Shoot
- ▲ Display info
- L1/R1 Camera controls
- R2 Target on enemy
- R1 Walk
- ←↓↑→ Direction control

### Additional Features

In the full game you can ride rodeo rockets, waterski snakes and cling to the underbelly of jet barrels.

### Further Information

Fly straight to our review on page 60.



## TENCHU 2

Publisher: **Activision**  
Style: **Stealth 'em up**  
Program: **Playable demo**

You might think that wandering around the streets of ancient China in your pyjamas, while surrounded by city guards, sounds like a bad idea. But it seems that thousands of years ago this was the norm. Our demo puts you right in the middle of the action. Lord Toda has taken the higher ground, so using your ninja skills you must infiltrate his HQ and defeat the boss. Remember the guards are well trained, so try to sneak past them.

### Controls

- L2 Item select
- L1 Look around
- R2 Item select
- R1 Stealth mode
- Start Pause
- ←↓↑→ Move/x2 to sidestep, dash forward or backward
- Attack
- × Jump
- Stealth mode
- ▲ Aim/Use selected item



### Additional Features

In the full game you can look forward to highly illegal weapons, cutthroat fighting sequences, and a 15+ age rating.

### Further Information

Sneak back to last issue's preview on page 56 to find out more.

## X-MEN: MUTANT ACADEMY

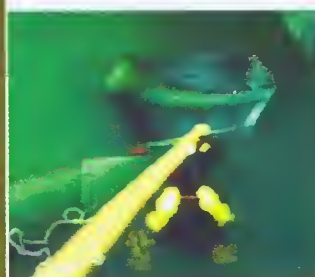
Publisher: **Activision**  
Style: **Beat 'em up**  
Program: **Video**

Marvel Comics' band of not so merry men are gracing the PlayStation once again with their mutated presence. However, this time around Wolverine, Cyclops and the gang have undergone some changes initiated by new developer, Paradox. For one thing they've entered the third dimension, making their super-powers all the more impressive. Despite this revolution they remain true to their comic book counterparts. This demo features a Training mode hosted by Professor Xavier, which gives you the opportunity to become a fully-fledged X-Man. It's a must watch for all mutant fans.



## RC REVENGE

Publisher: **Acclaim**  
Style: **Hart racer**  
Program: **Video**



For those lucky people who missed the release of the disappointing *Re-Volt*, this game should be a treat. For those who didn't, it should be a surprise because for the sequel it has been given a huge overhaul. Including renaming it *RC Revenge* (it says *Re-Volt 2* on the demo) after we put this disc together for you. You're in charge of a remote-controlled car, whizzing around 20 environments. And there are trucks and RC boats as well...

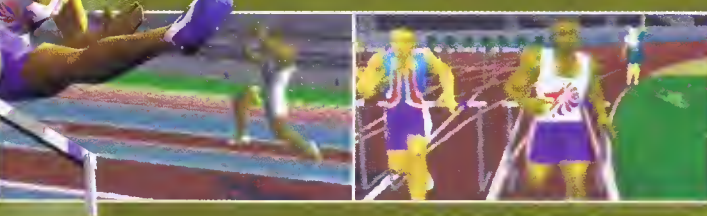




## SYDNEY 2000

Publisher: **Bidos**  
 Style: **Sports sim**  
 Program: **Video**

With *Euro 2000* just a distant but painful memory, sports fans everywhere are turning their attention to the Olympic Games. So now is your chance to win glory for your country with some armchair athletics. Prepare your thumbs for the inevitable pain that will follow the opening ceremony of the button-bashing epic that is *Sydney 2000*. It's the only game of its kind to have been officially endorsed by the International Olympic Committee, bringing a light yet professional touch to all of the events. Check out *PSM's* world exclusive review in *PSM 37* (page 66).



## MILLE MIGLIA

Publisher: **Sony**  
 Style: **Racing sim**  
 Program: **Video**



Once widely recognised as one of motorsports' most prized trophies, nowadays Mille Miglia is something of a 1000-mile jaunt for classic car owners. It's not surprising that Sony has bought the licence and made it into a game, and if you think classic cars aren't going to be up to the standards that driving fans have come to expect, prepare to be surprised.

## INFESTATION

Publisher: **Ubi Soft**  
 Style: **Shoot 'em up**  
 Program: **Video**

*Infestation* puts you in the shoes of a fearless intergalactic pilot. Earth is under alien attack, and your mission is to seek and destroy the bug-eyes at source. There are 22 missions in total, taking place in 24 different environments ranging from Desert Encampments to Ice Prisons. You've got a choice of 15 NASA-style weapons and six vehicle upgrades to play with. All this and five multiplayer modes, including Capture The Flag, Pod Racing, Arena and Vehicular Football.

## DOWNLOAD

## How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using **X** and scroll through the saves using **↑** and **↓**. Select the save you want by pressing **X** and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.

## ABE'S ODDYSSEY

The end is in sight and so is the final level – this save means you can pass all the early stuff without noticing.

## RESIDENT EVIL 3 NEMESIS

Apologies: although it says *Resident Evil 2* on the disc, this save is actually for *Resident Evil 3 Nemesis*. It's complete with the Gatling gun and two costumes.

## FINAL FANTASY VIII

Gets you straight to the final disc.

## FINAL FANTASY VII

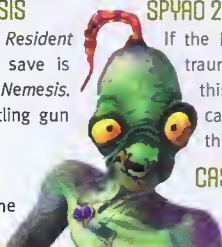
This save plunks you in the heart of the action just before you enter the crater on the final disc.

## SPYRO 2: GATEWAY TO GLIMMER

If the little purple guy's giving you trauma, then worry no more. With this completed game save you can go anywhere and do anything you wish.

## CASTLEVANIA

Ninety-eight per cent complete – what more could you want?

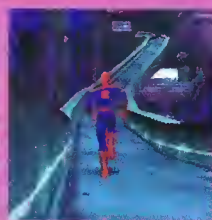


## take up the challenge

Consider yourself an accomplished player? *PSM* dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.

## Spider-Man

Time to get rid of that arachnid... as climbing and swinging from buildings, this month's *Spider-Man* demo has some unsavoury looking henchmen for you to play up. When you approach them, there are a few ways to knock 'em out: three main ones are the web dome, impact web and... spikes. Each method requires a different button combo, so try and master each one of them for use in the full game.



## Rayman 2

Rayman has gone 3D, and the end result is a fantastic game. Try finishing the first level with 20 lums (the maximum amount in this month's demo), and most importantly, full health. And remember to take extra special care when jumping from the riverbanks. That water has a tendency to be toxic!



## HIGH SCORE TABLE

It takes a special type of person to be a *Wipeout 3* master. You need to be equal part tech buff and speed freak. On top of that you also need the concentration of a brain surgeon! *PSM's* *Wipeout 3* challenge uncovered a group of top-class pilots. Nathan Williams (SA) managed to pip the other times by clocking in a super fast 1:36.44. Our speedster of the month receives himself a copy of *Vagrant Story* as requested.

## Speed Demons

1. Nathan Williams	(SA)	1:36.44
2. Ben Wilkins	(NSW)	1:37.52
3. James Jowers	(NSW)	1:37.84
4. Brock M. Lowe	(QLD)	1:40.88
5. Jason J. Evans	(NSW)	1:53.24
6. Paul Lawford	(QLD)	1:55.20
7. Lee Matheson	(NSW)	1:55.20
8. James R. Hetherington	(TAS)	1:56.20
9. Paul Simao	(NSW)	1:57.85
10. John Borg	(VIC)	1:58.40

## challenge of the month

## TOCA World Touring Cars

*TOCA World Touring Cars* is this month's challenge of the month. In 'free race' try and beat a time of 2:15.00 on the Hockenheim track. You'll be behind the wheel of a majorly beefed-up Alfa Romeo 156 and be racing against 11 other cars.

When it comes to the world of *TOCA*, precision driving is the key to success! Watch out for the walls and other cars, as too much damage will no doubt effect any chance of a podium finish...

Send us proof of your killer time by photographing the screen or sending a videotape. If your time is the best received by the end of the month, you'll be immortalised as a gaming guru in the pages of December *PSM* and sent the game of your choice from this month's reviewed titles.



Name: \_\_\_\_\_  
 Age: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 State: \_\_\_\_\_ Phone: \_\_\_\_\_  
 Race Time: \_\_\_\_\_  
 Choice of Prize: \_\_\_\_\_  
 Evidence: \_\_\_\_\_

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.  
 Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.  
 Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close October 24. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.



ON SALE OCTOBER 25

# next issue

NEW ZEALAND ON SALE NOVEMBER 9

**REVEALED!**

## READERS TOP 50

50 GREAT GAMES, ONE LUCKY WINNER...

THE VOTES ARE IN, THE TUXEDOS HAVE BEEN HIRED,  
AND NEXT MONTH WE REVEAL THE RESULTS IN FULL.

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# famous last words alex lloyd



Apart from his fine collection of guitars, Alex Lloyd is also fond of his PlayStation. *PSM* caught up with the soulful musician to talk about cricket, touring and his favourite games.

**Cricket.** I just love cricket. Last season I even had the cricket on, and in the eds I'd play *Warney's Cricket* and try and copy what was happening on telly!

"Mike my bass player gets all of the latest games. He's a freak and is really good at it. We go over to his place and play a fair bit. We hate when you bomb out really early and you don't think you got a good enough go!"

It seems the Lloyd household was pretty adept at gaming early on with different machines. Alex even boasted of his glory days of finishing the original *Lara Croft* adventures.

On the musical front, Alex now gets to tour around the world. This is a far cry from his days playing some of

Sydney's smaller haunts. On his *My Way Home* tour, Alex reckons he's keen to play *Resident Evil 3 Nemesis*, *Tony Hawk's Pro Skater 2* and *Tomb Raider: The Last Revelation*. "I hope we can finish 'em by the end of the tour," he confided.

Now, that's easily solved.... Just play less music and way more PlayStation! Easy, right?

Actually on second thought, we take that back. Keep on playing and rocking on... All your fans would be at a total loss if you didn't!



**D**espite leaving his native shores to conquer the world stage, Alex Lloyd remains one of Australia's favourite homegrown lads. The short version of Alex's rise to stardom tells of a bright-eyed youngster busking in Sydney's inner-west before graduating to the elite ranks. That's not a claim flung around loosely either, because Alex's singer/songwriting talents haven't gone unnoticed.

Over the past months, Alex has enjoyed huge success with his album *Bleek The Sun* and has decorated his musical mantle with a host of accolades.

Regular videogaming sessions for Alex and his band became an integral part of the recording process and the PlayStation is a valuable piece of luggage whenever the lads go on tour.

"Last year when I was making the record, I had the PlayStation, but I had to give it to this little kid that used to come around to the studio to get it away from me because it was so addictive! This was during the whole time. Like, every studio has a PlayStation, right? So while you've got someone else mixing or working on a track, you play games."

On tour, the band's console gets as much of a workout as the band's roadies. In between games, the grey box doubles as a CD player in Alex's hotel room.

Alex noted *Tony Hawk's Skateboarding* as one of their favourites and at the time of the interview was pre-occupied with landing big on *PSM's Tony Hawk's Pro Skater 2* demo.

"We hired a couple of games on tour, too. *Race Combat 2* was ell right. I like jet fighter games. I loved *Shane Warne's*



"It's a good way to lose yourself for a little while and think about other stuff..."





**"I ALWAYS HAVE SOLDIERS WITH MY EGGS**

**IN THE MORNING?" - SARGE**



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